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# Get Blender

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För att ta hem ett avancerat gratis 3D-program så gå till:  
blender.org  
och klicka på Download.

## Blender 2.64a

Blender 2.64a is the latest release from the Blender Foundation. To download it, please select your platform and location. **Blender is Free & Open Source Software.**

Blender 2.64a was released on October 10th 2012

**Windows 32 bits**

Support BL  
DVDs or B

**Don**



platform and location. **Blender is Free & Open Source Software.**

Blender 2.64a was released on October 10th 2012

## Windows 32 bits



**[Blender 2.64a Installer \(31 MB\)](#)**

Requires Windows XP/Vista/7

USA | Germany | NL 1 | NL 2



**[Blender 2.64a Zip Archive \(43 MB\)](#)**

Requires Windows XP/Vista/7

USA | Germany | NL 1 | NL 2

Blender 2.64a 7z Archive (29 MB)

USA | Germany | NL 1 | NL 2

Blender finns för Windows både som 32-bitars och 64-bitars program. Välj det som passar din dator. För att installera programmet så klicka på Installer.

## Windows 64 bits



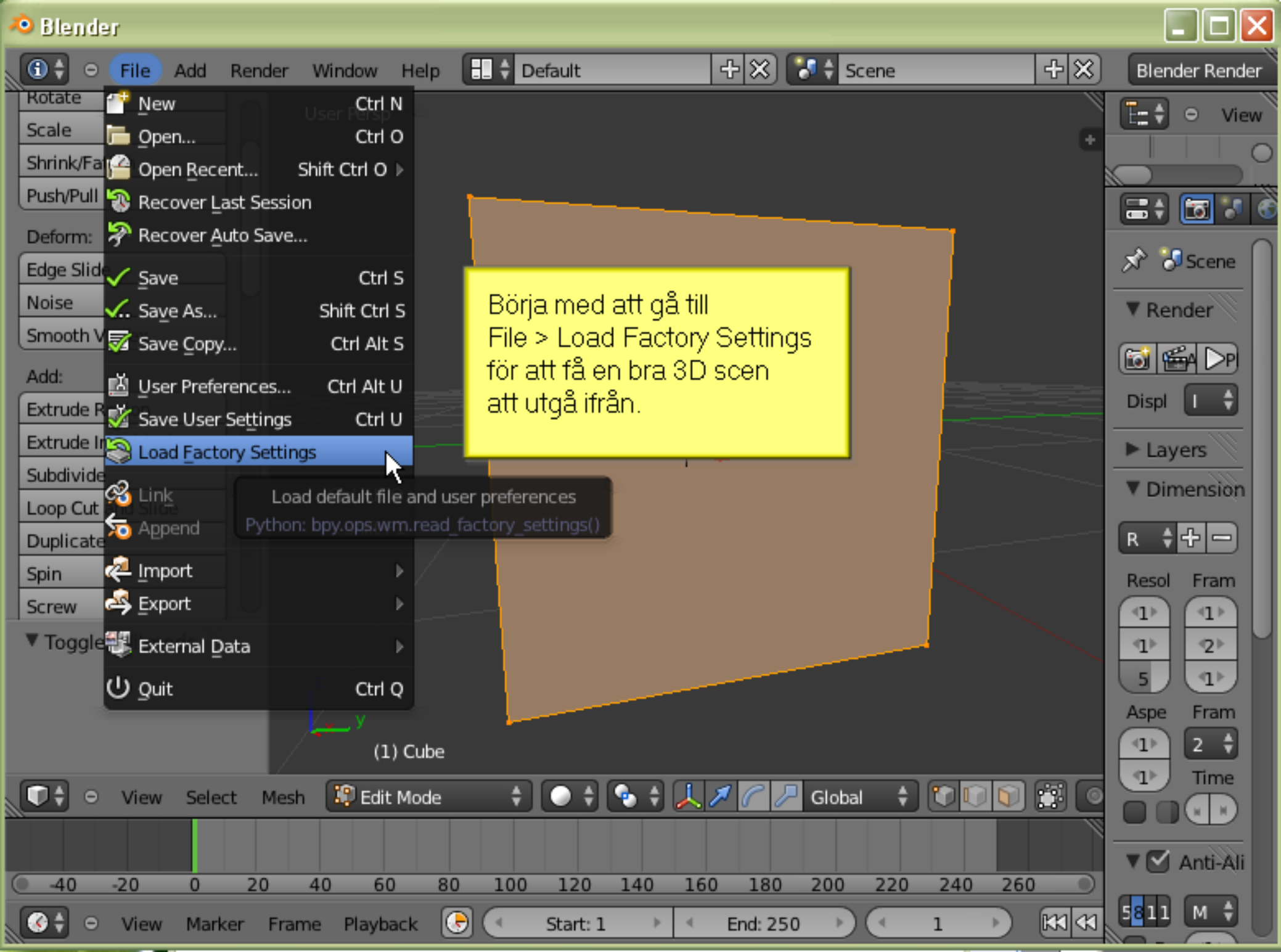
**[Blender 2.64a Installer \(36 MB\)](#)**

Requires Windows XP/Vista/7 64bit



**[Blender 2.64a Zip Archive \(51 MB\)](#)**

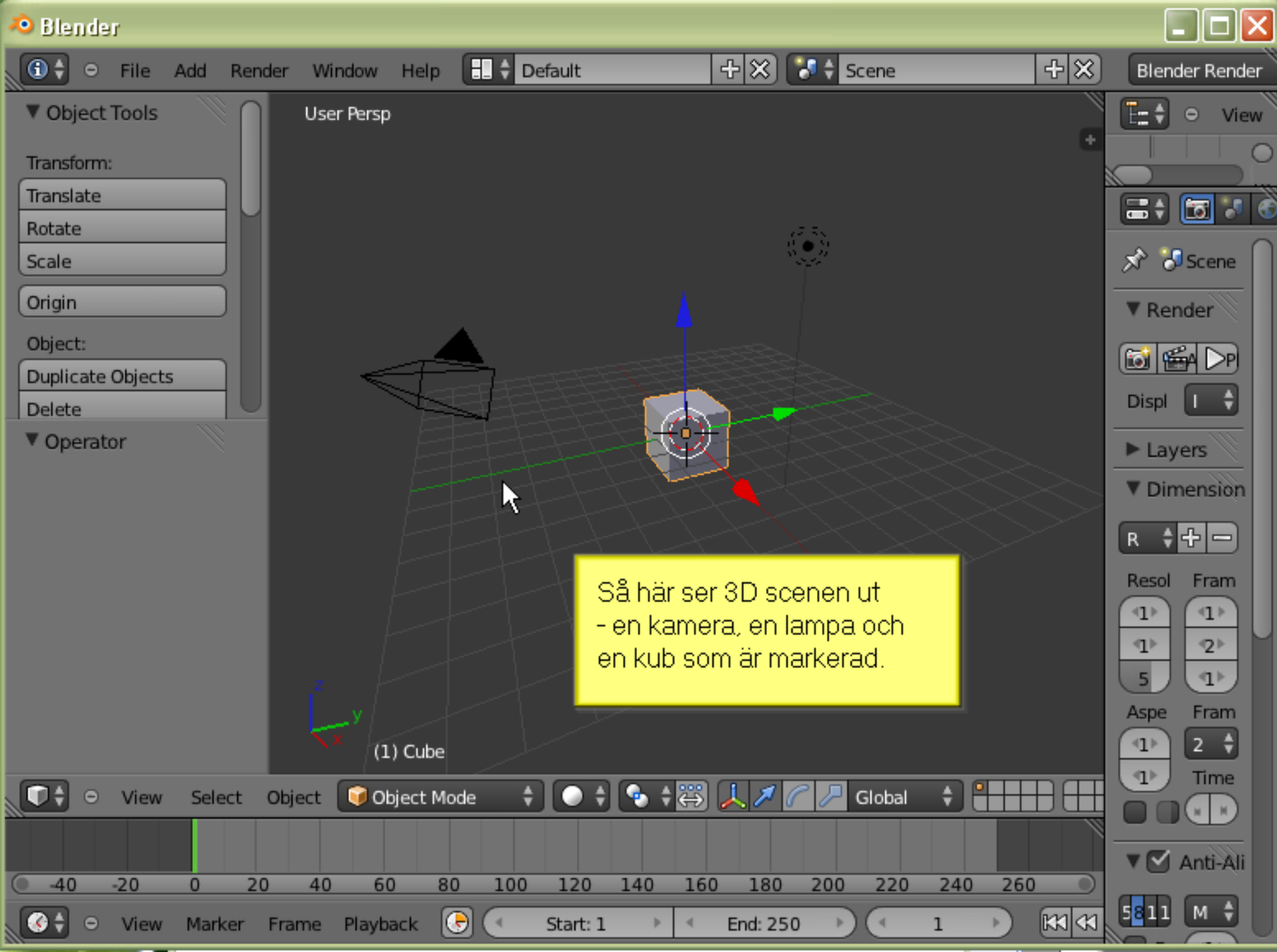
Requires Windows XP/Vista/7 64bit

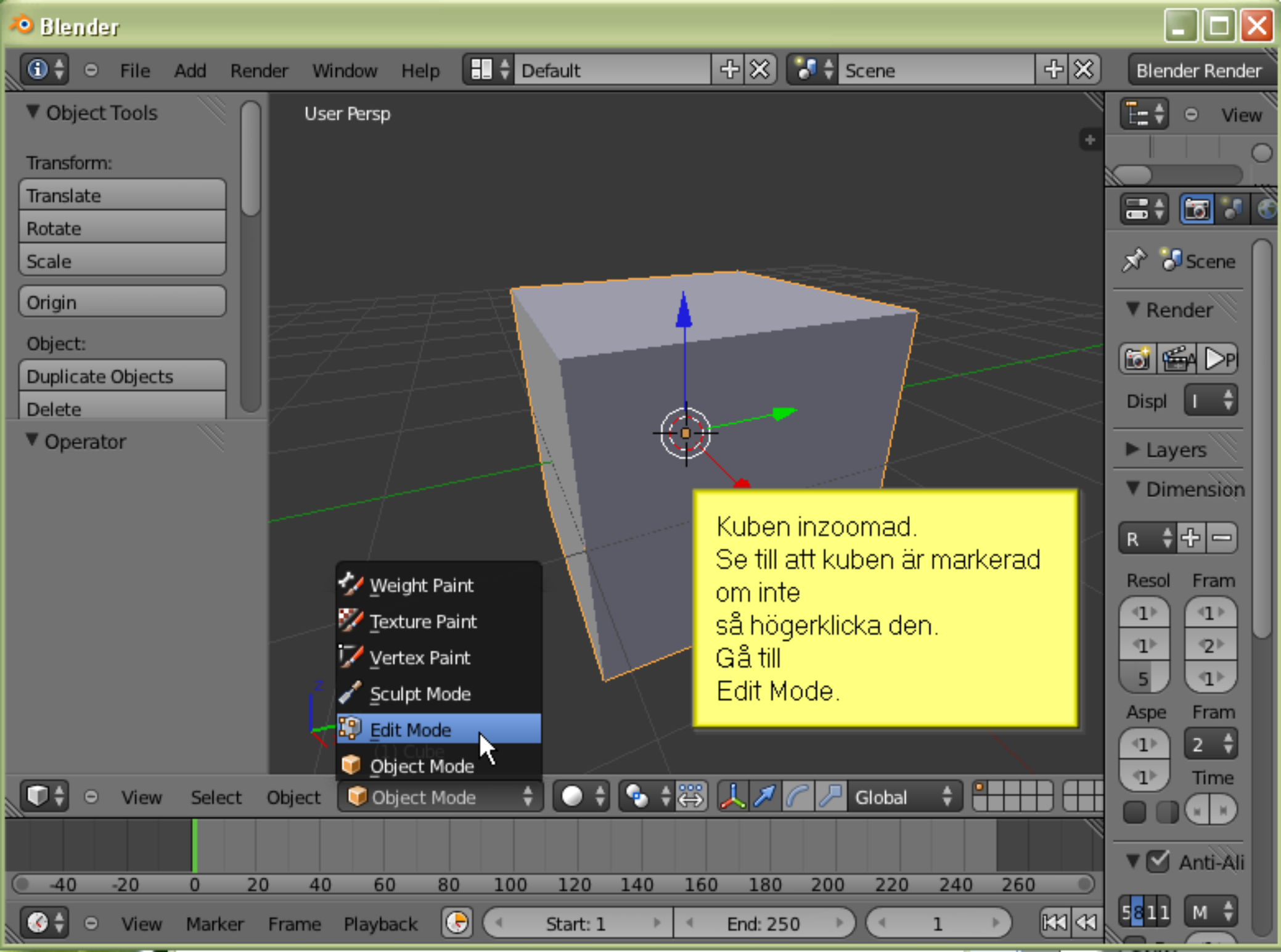


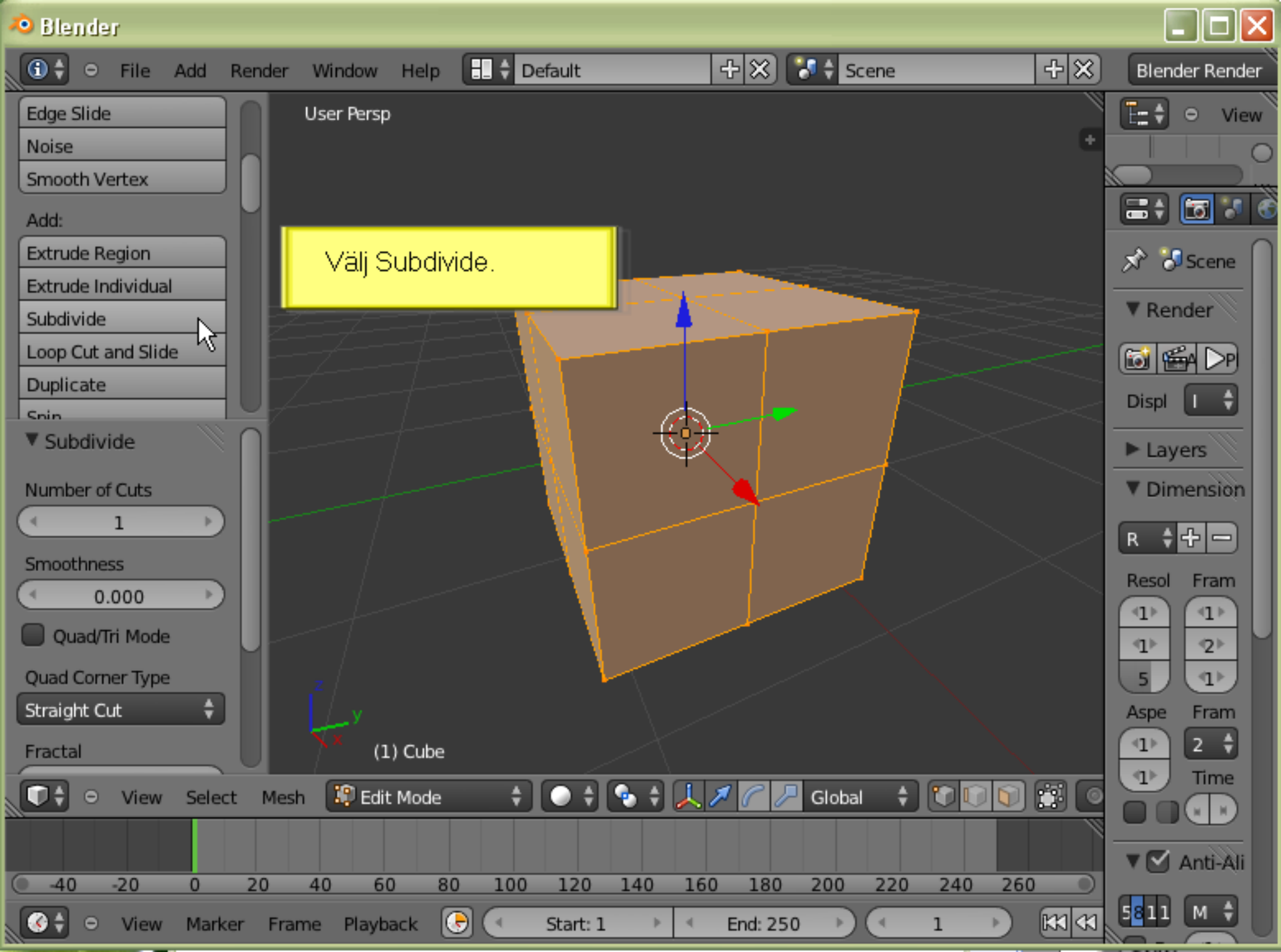
Börja med att gå till  
File > Load Factory Settings  
för att få en bra 3D scen  
att utgå ifrån.

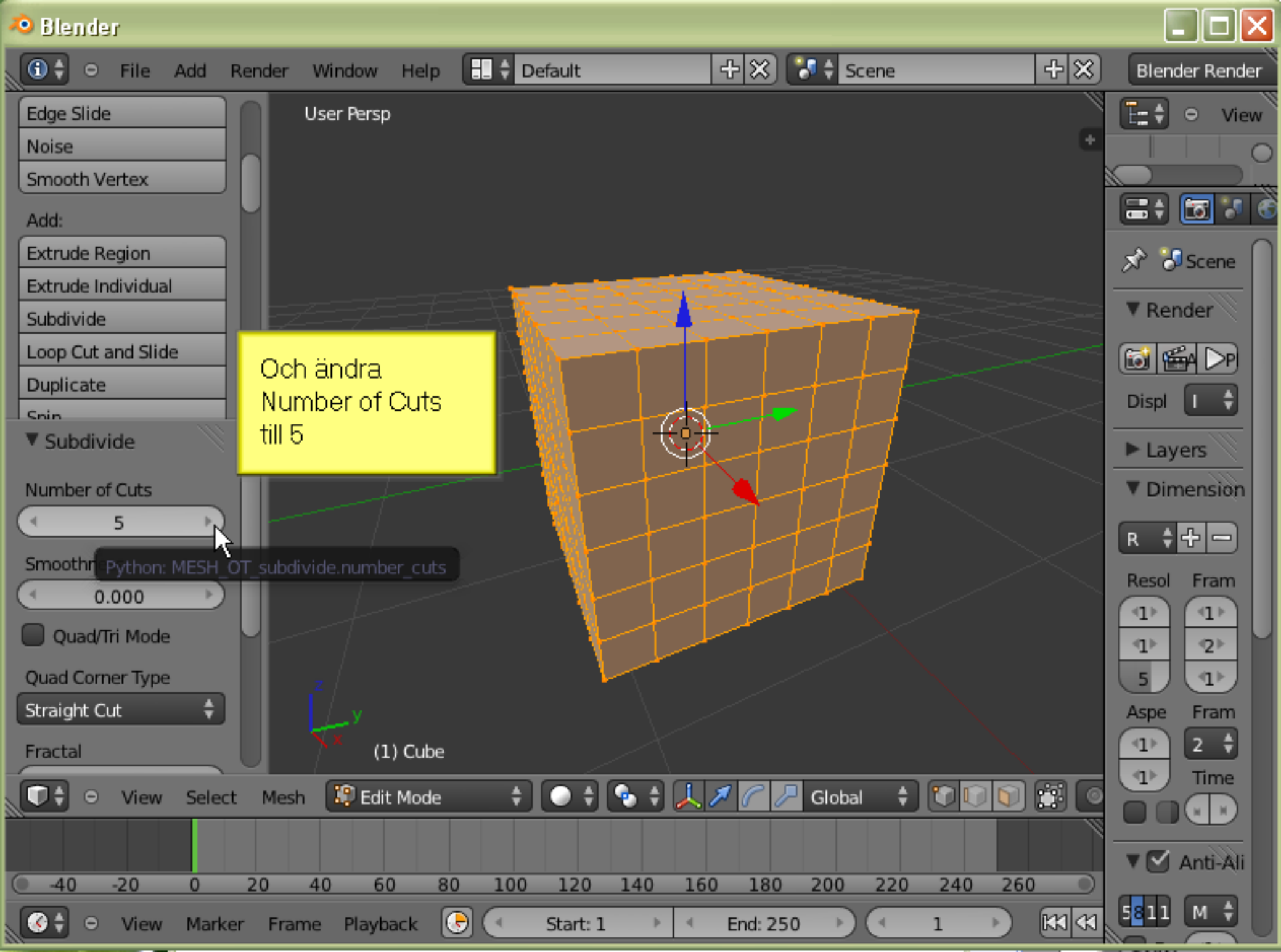
Load default file and user preferences  
Python: bpy.ops.wm.read\_factory\_settings()











Och ändra  
Number of Cuts  
till 5

5

Python: MESH\_OT\_subdivide.number\_cuts

0.000

Quad/Tri Mode

Quad Corner Type

Straight Cut

Fractal

(1) Cube

R

Resol

Fram

1

1

1

2

5

1

Aspe

Fram

1

2

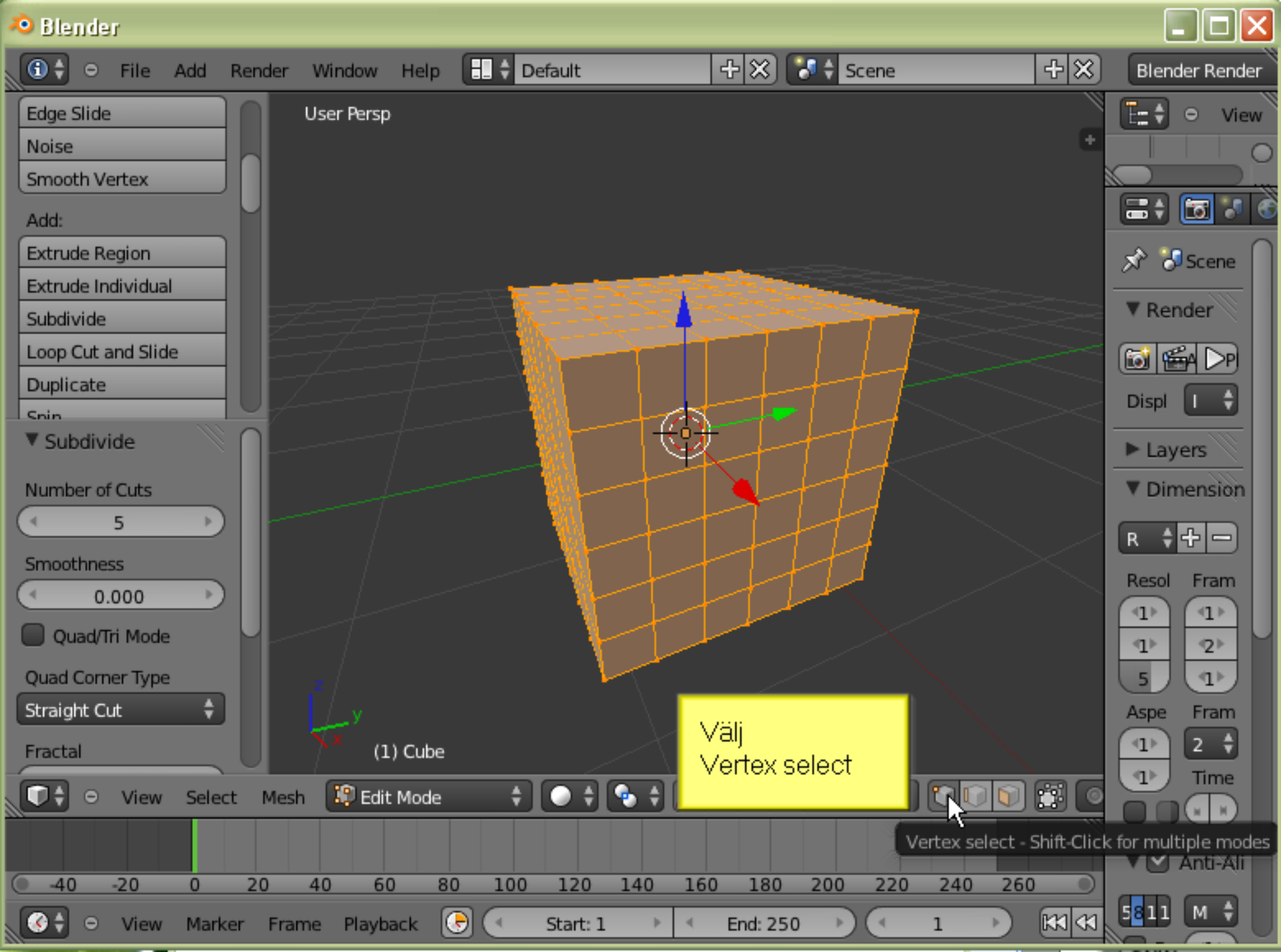
1

Time

5811

M

Anti-Ali



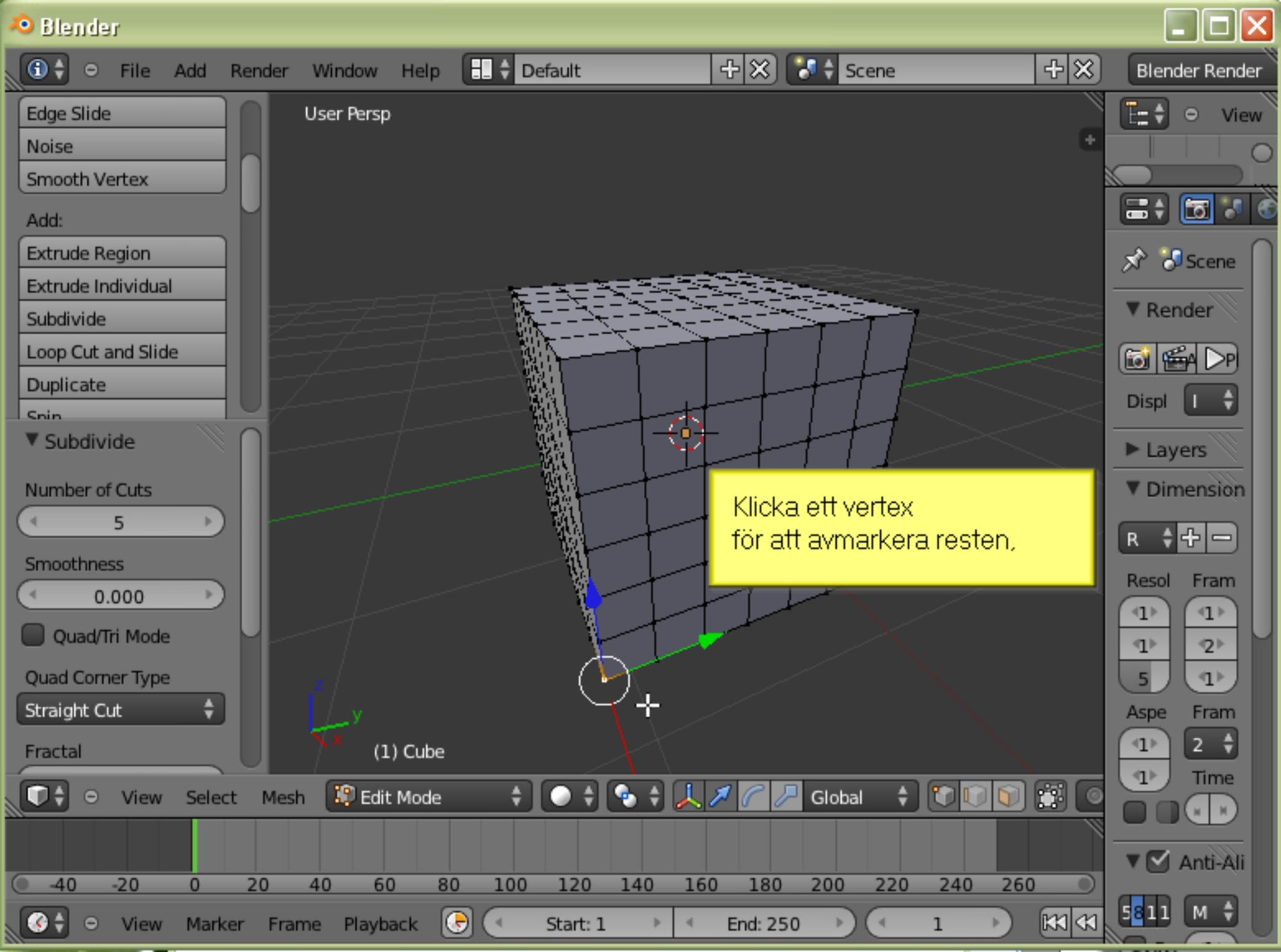
- Edge Slide
- Noise
- Smooth Vertex
- Add:
- Extrude Region
- Extrude Individual
- Subdivide
- Loop Cut and Slide
- Duplicate
- Spin
- Subdivide
- Number of Cuts: 5
- Smoothness: 0.000
- Quad/Tri Mode
- Quad Corner Type: Straight Cut
- Fractal

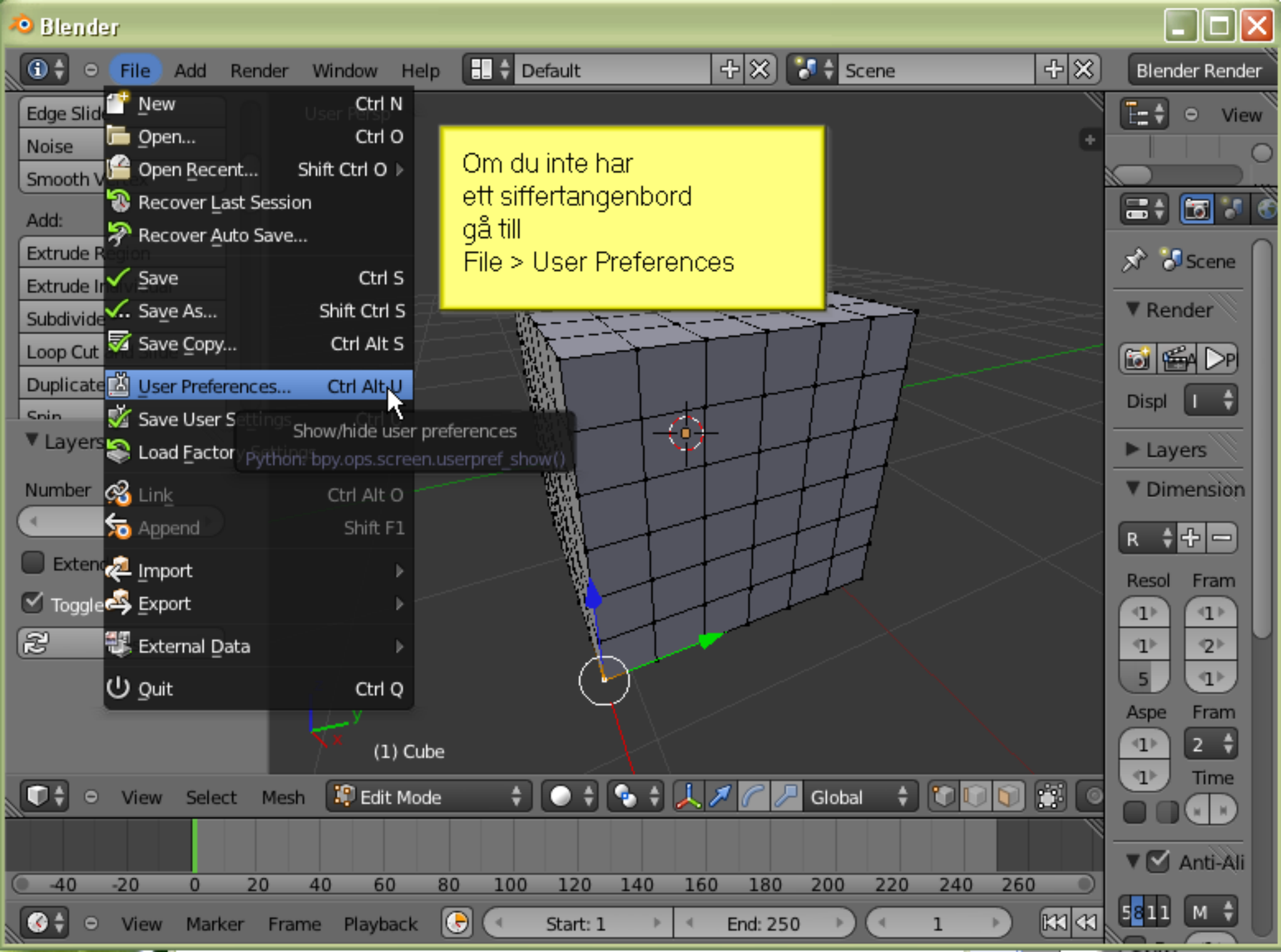
User Persp

(1) Cube

Välj  
Vertex select

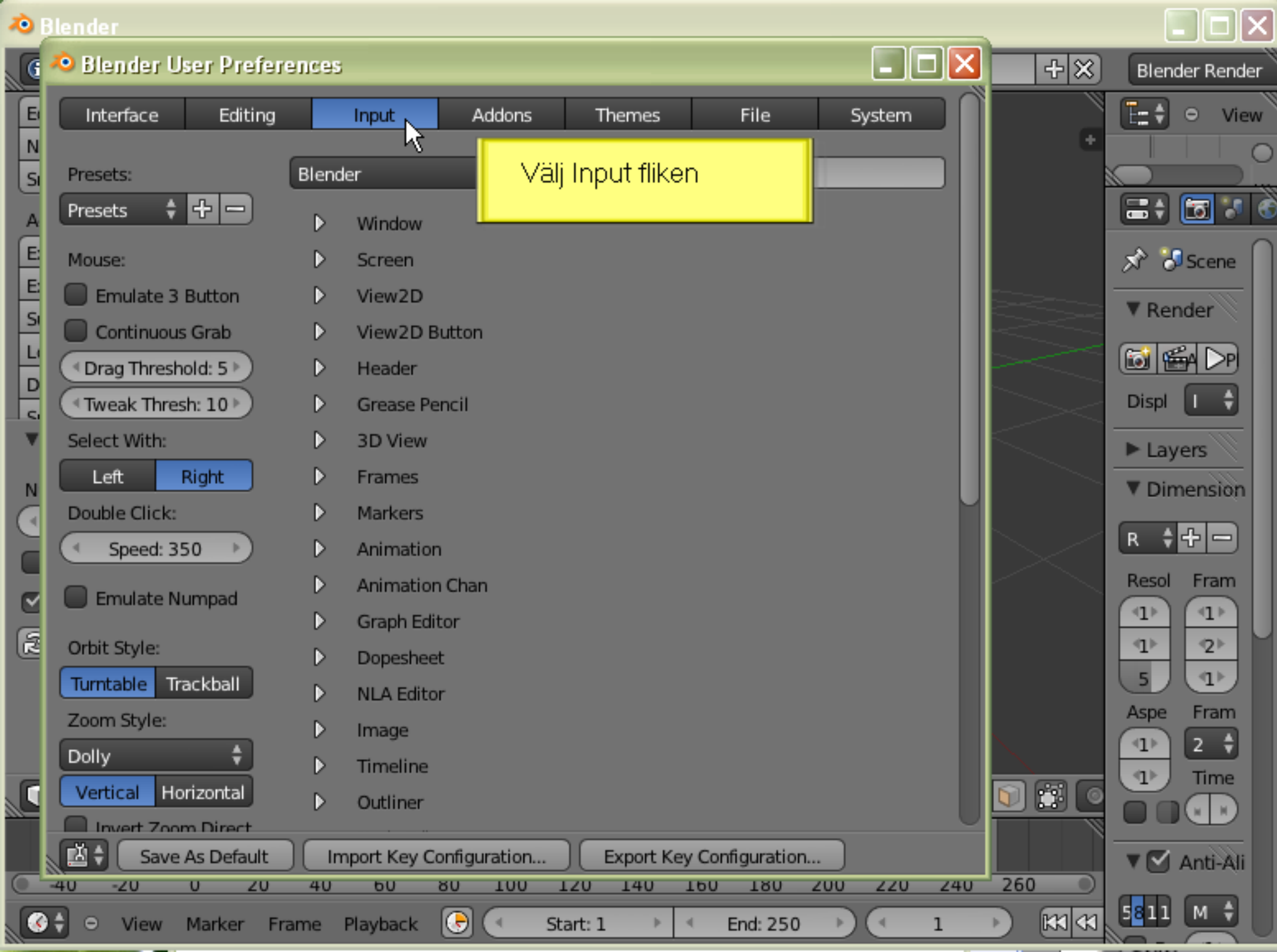


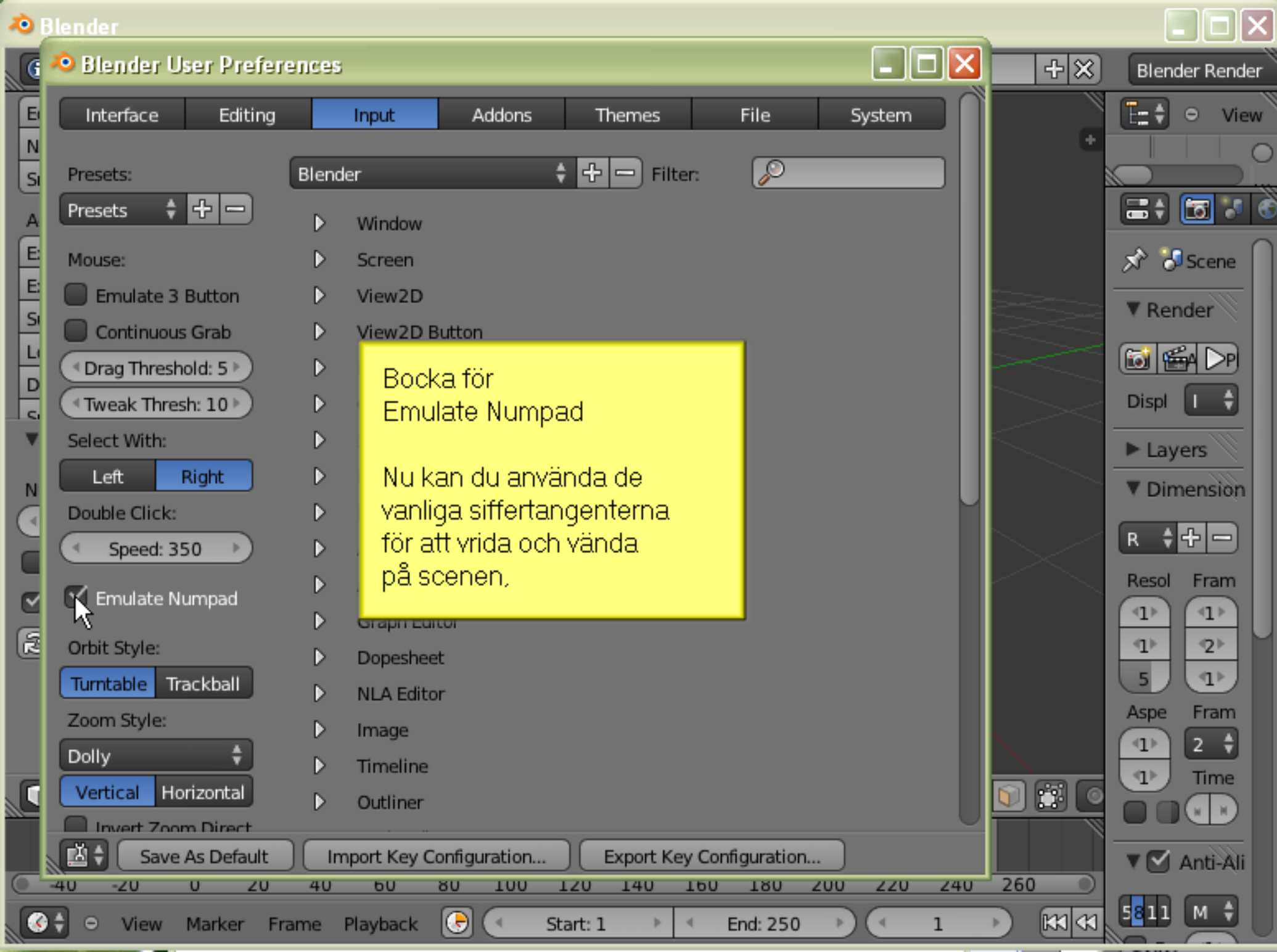




Om du inte har  
ett sifertangentbord  
gå till  
File > User Preferences

Show/hide user preferences  
Python: bpy.ops.screen.userpref\_show()





## Blender User Preferences

Interface

Editing

Input

Addons

Themes

File

System

Presets:

Blender

Filter:

Presets

Mouse:

☐ Emulate 3 Button

☐ Continuous Grab

Drag Threshold: 5

Tweak Thresh: 10

Select With:

Left

Right

Double Click:

Speed: 350

☒ Emulate Numpad

Orbit Style:

Turntable

Trackball

Zoom Style:

Dolly

Vertical

Horizontal

☐ Invert Zoom Direct

Window

Screen

View2D

View2D Button

Bocka för  
Emulate Numpad

Nu kan du använda de  
vanliga sifvertangenterna  
för att vrida och vända  
på scenen.

Graph Editor

Dopesheet

NLA Editor

Image

Timeline

Outliner

Save As Default

Import Key Configuration...

Export Key Configuration...

Blender Render

View

Scene

Render

Displ

Layers

Dimension

R

Resol

Fram

1

2

5

Aspe

Fram

1

2

Time

Anti-Ali

5811

M

Start: 1

End: 250

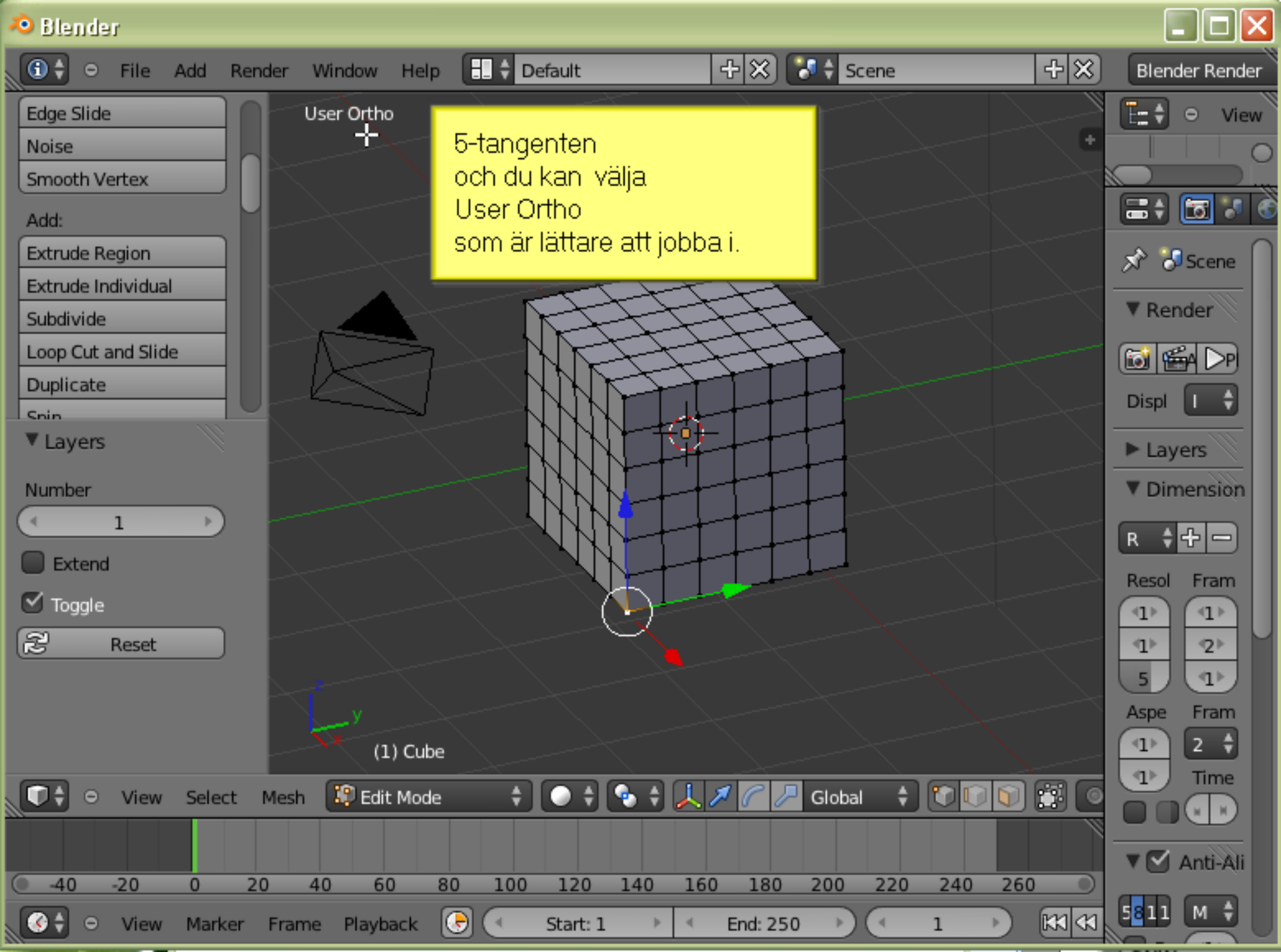
1

View

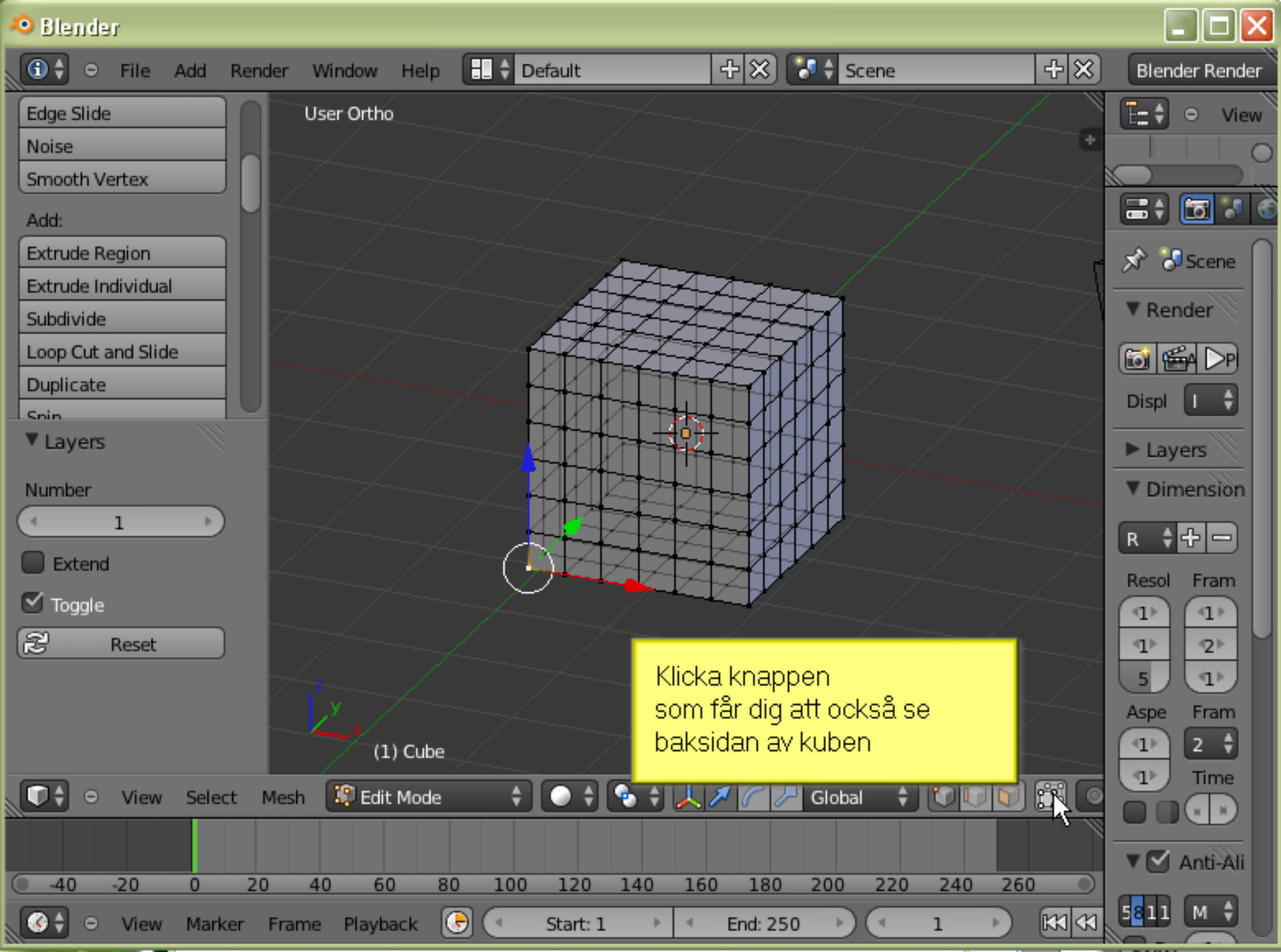
Marker

Frame

Playback







Edge Slide  
Noise  
Smooth Vertex

Add:

Extrude Region  
Extrude Individual  
Subdivide  
Loop Cut and Slide  
Duplicate

Spin

▼ Layers

Number

1

☐ Extend

☒ Toggle

Reset

User Ortho

(1) Cube

Klicka knappen  
som får dig att också se  
baksidan av kuben



Start: 1

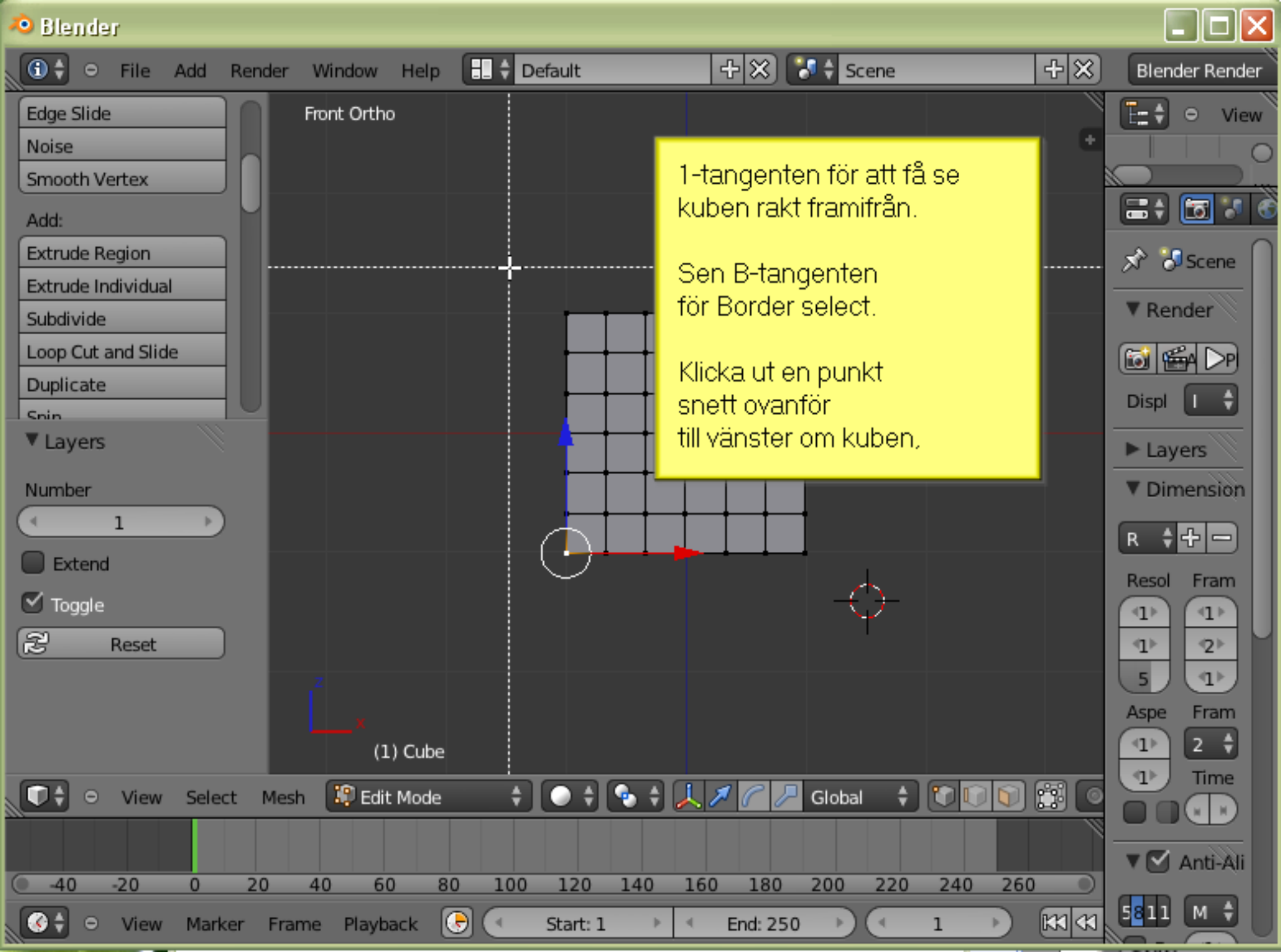
End: 250

1



5811

M



Edge Slide  
Noise  
Smooth Vertex

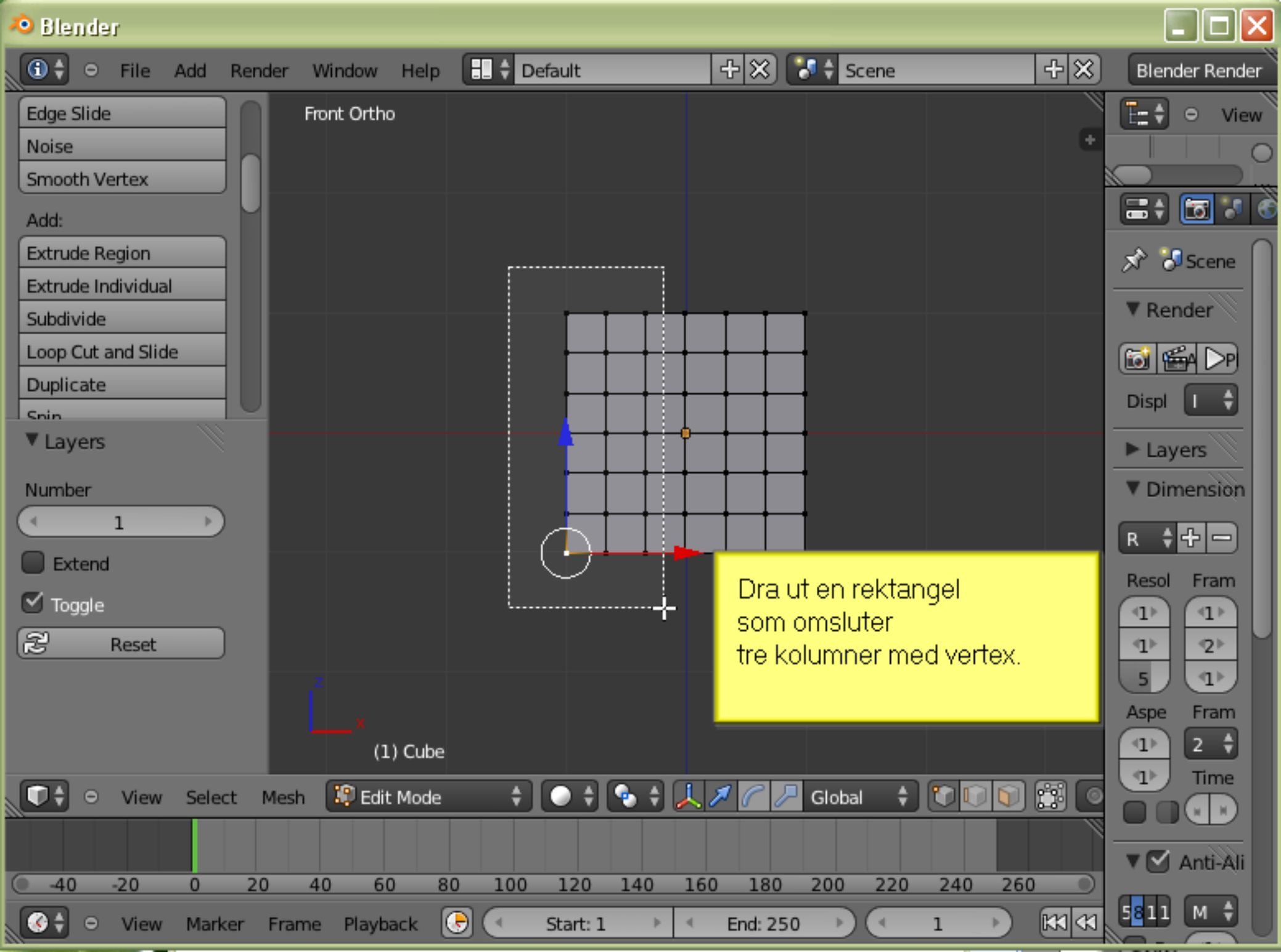
Add:  
Extrude Region  
Extrude Individual  
Subdivide  
Loop Cut and Slide  
Duplicate

▼ Layers  
Number  
1  
Extend  
Toggle  
Reset

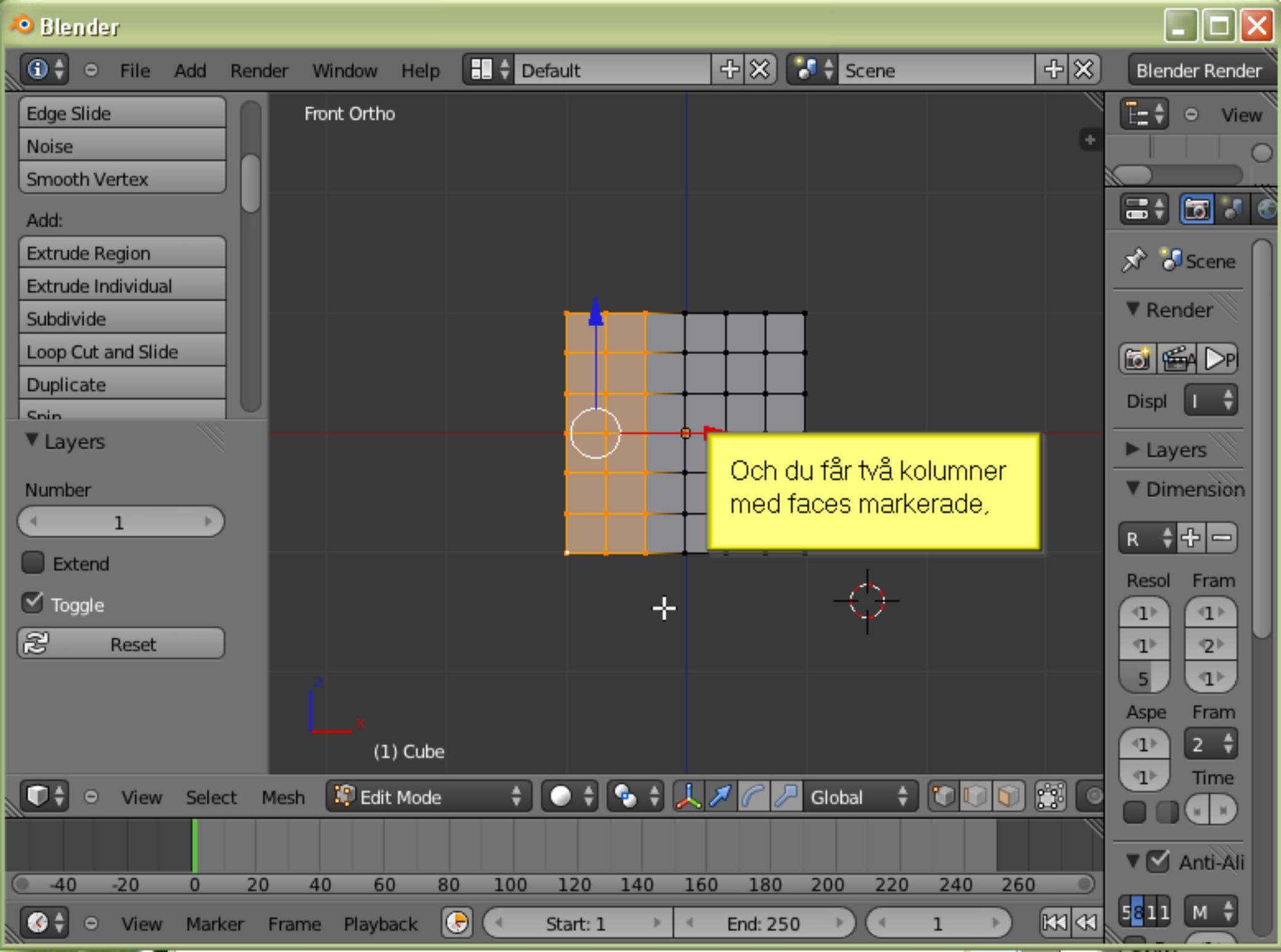
1-tangenten för att få se kuben rakt framifrån.  
Sen B-tangenten för Border select.  
Klicka ut en punkt snett ovanför till vänster om kuben,

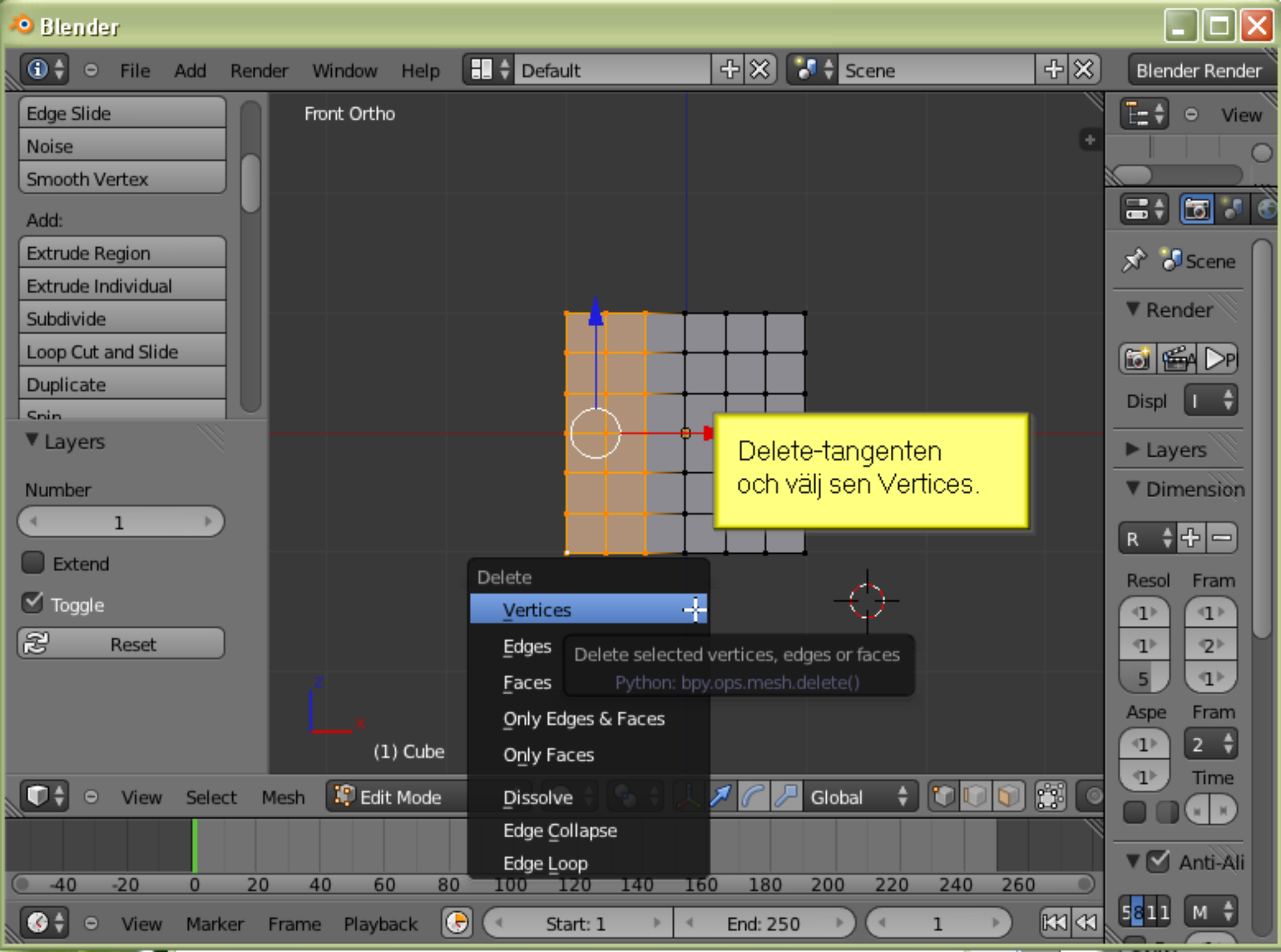
View  
Scene  
Render  
Displ  
Layers  
Dimension  
R  
Resol  
Fram  
Aspe  
Fram  
Time  
Anti-Ali

View Select Mesh Edit Mode  
Start: 1 End: 250  
1

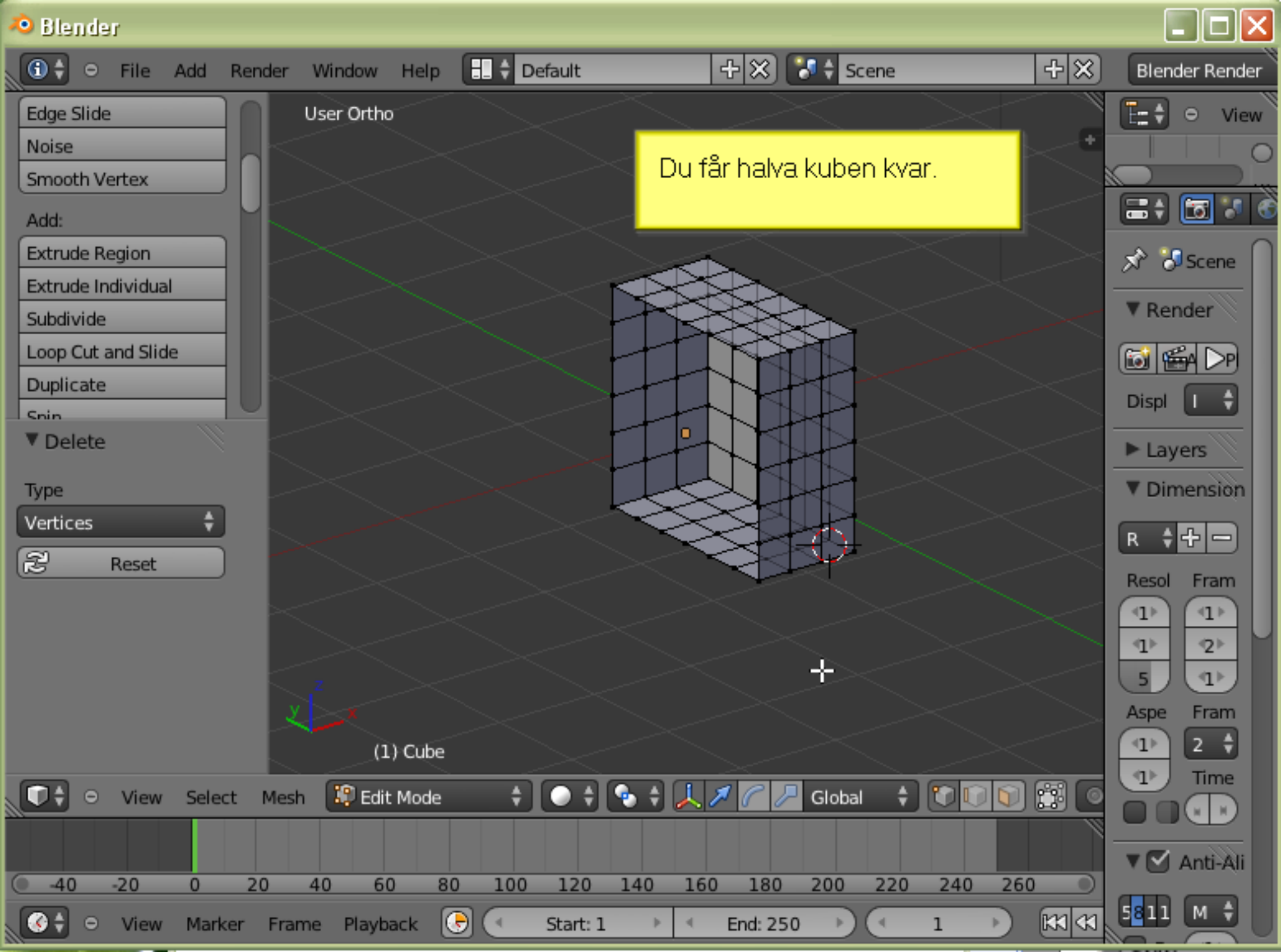


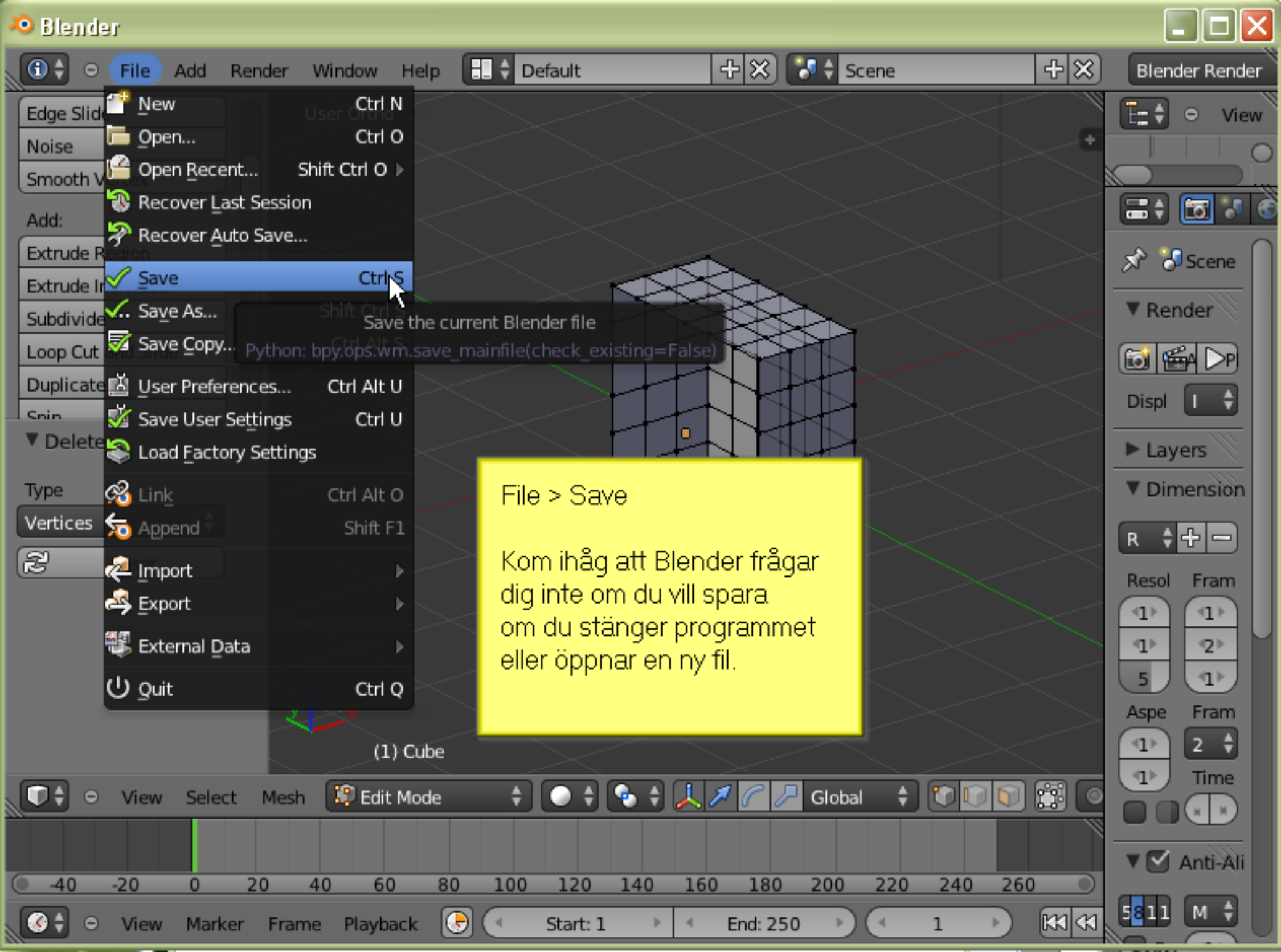
Dra ut en rektangel som omsluter tre kolumner med vertex.





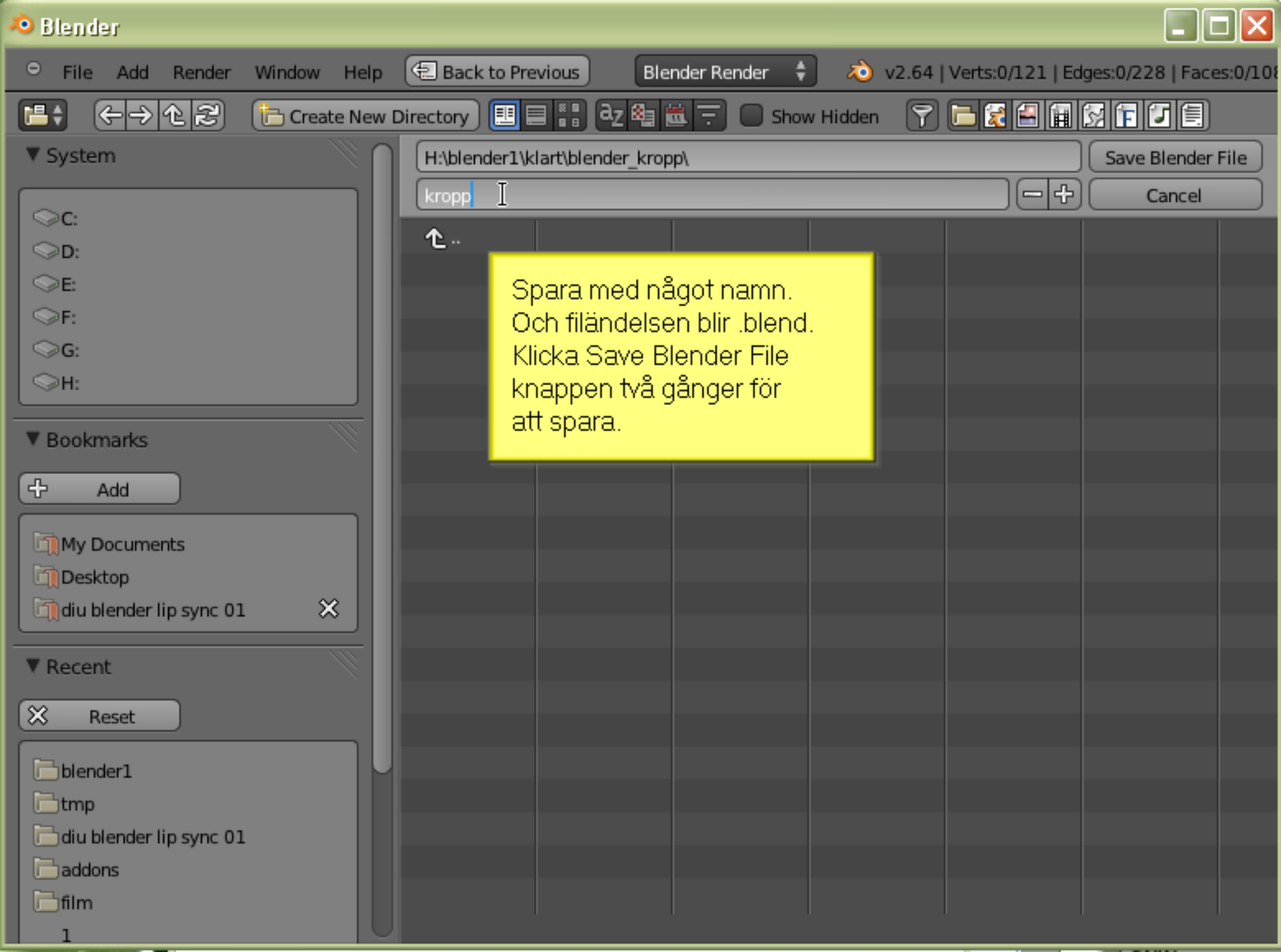




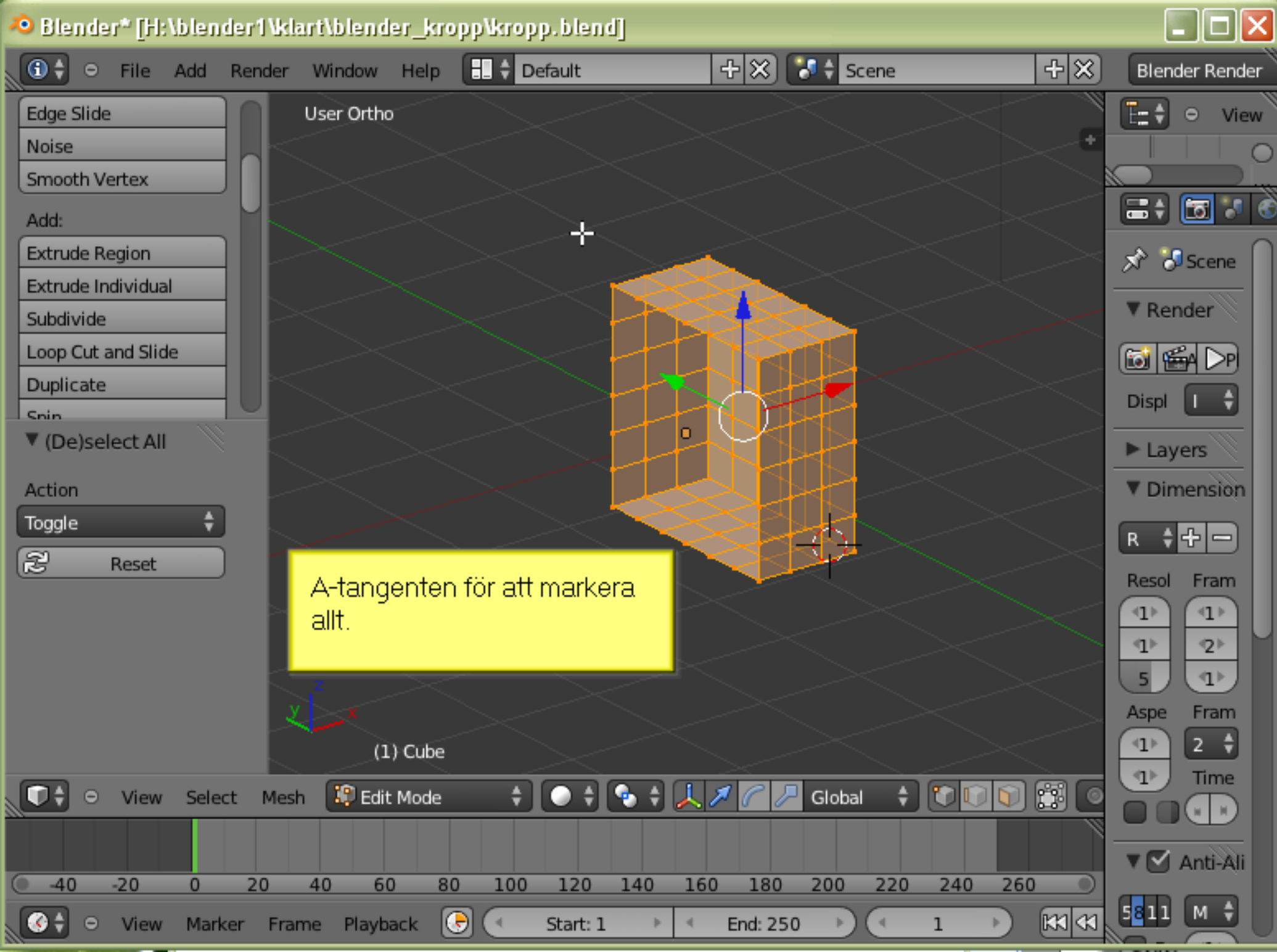


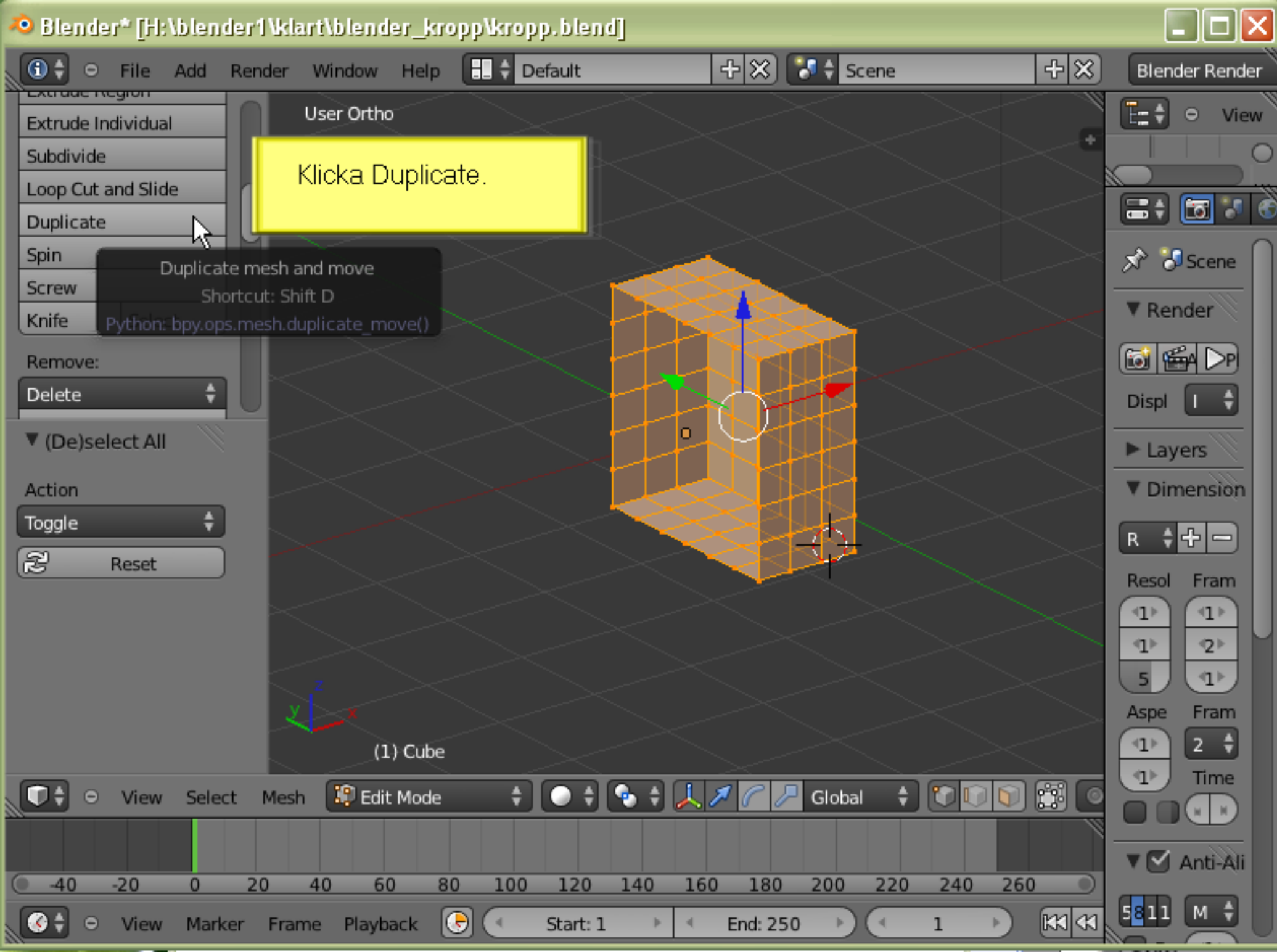
File > Save

Kom ihåg att Blender frågar dig inte om du vill spara om du stänger programmet eller öppnar en ny fil.

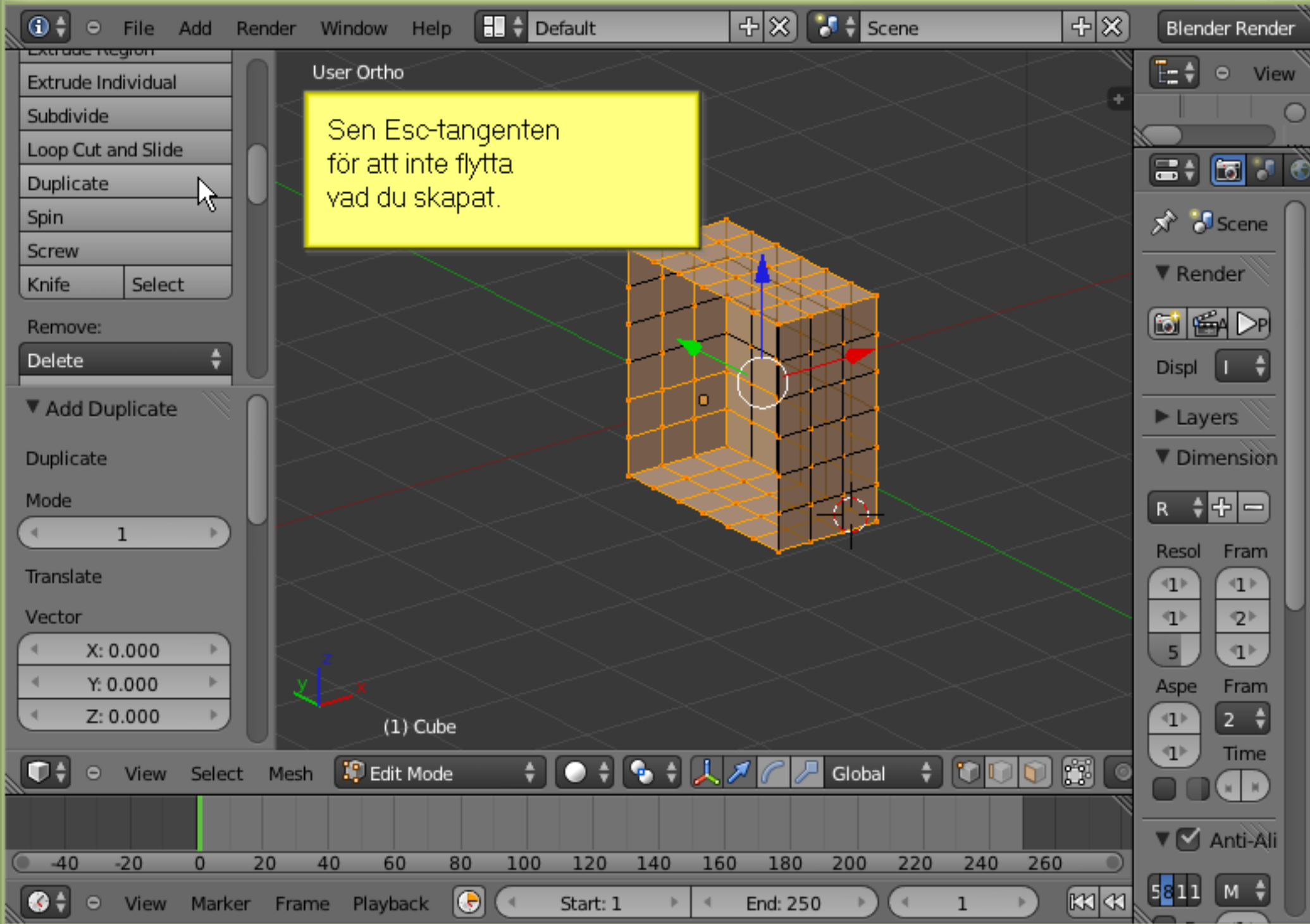


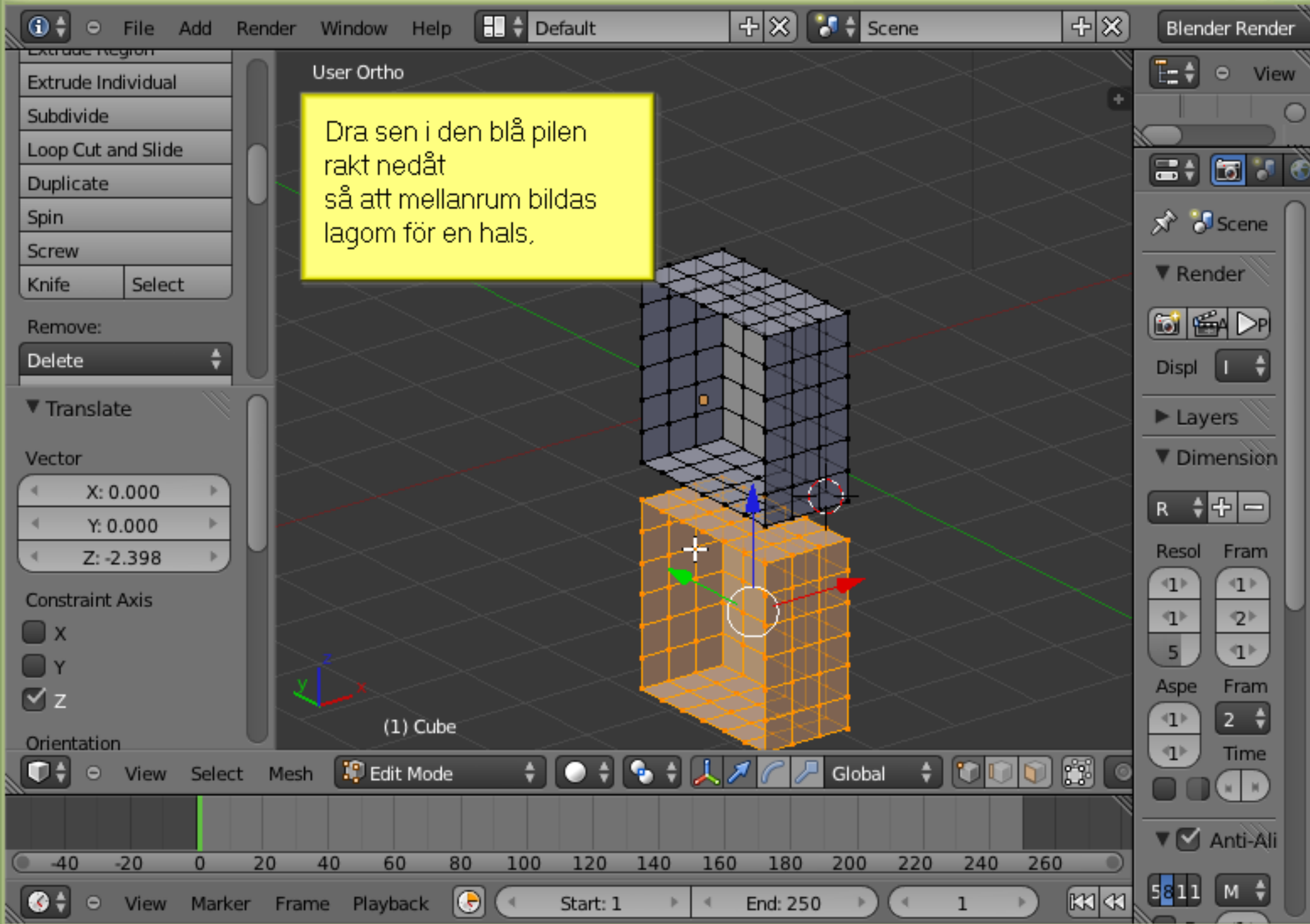
Spara med något namn.  
Och filändelsen blir .blend.  
Klicka Save Blender File  
knappen två gånger för  
att spara.

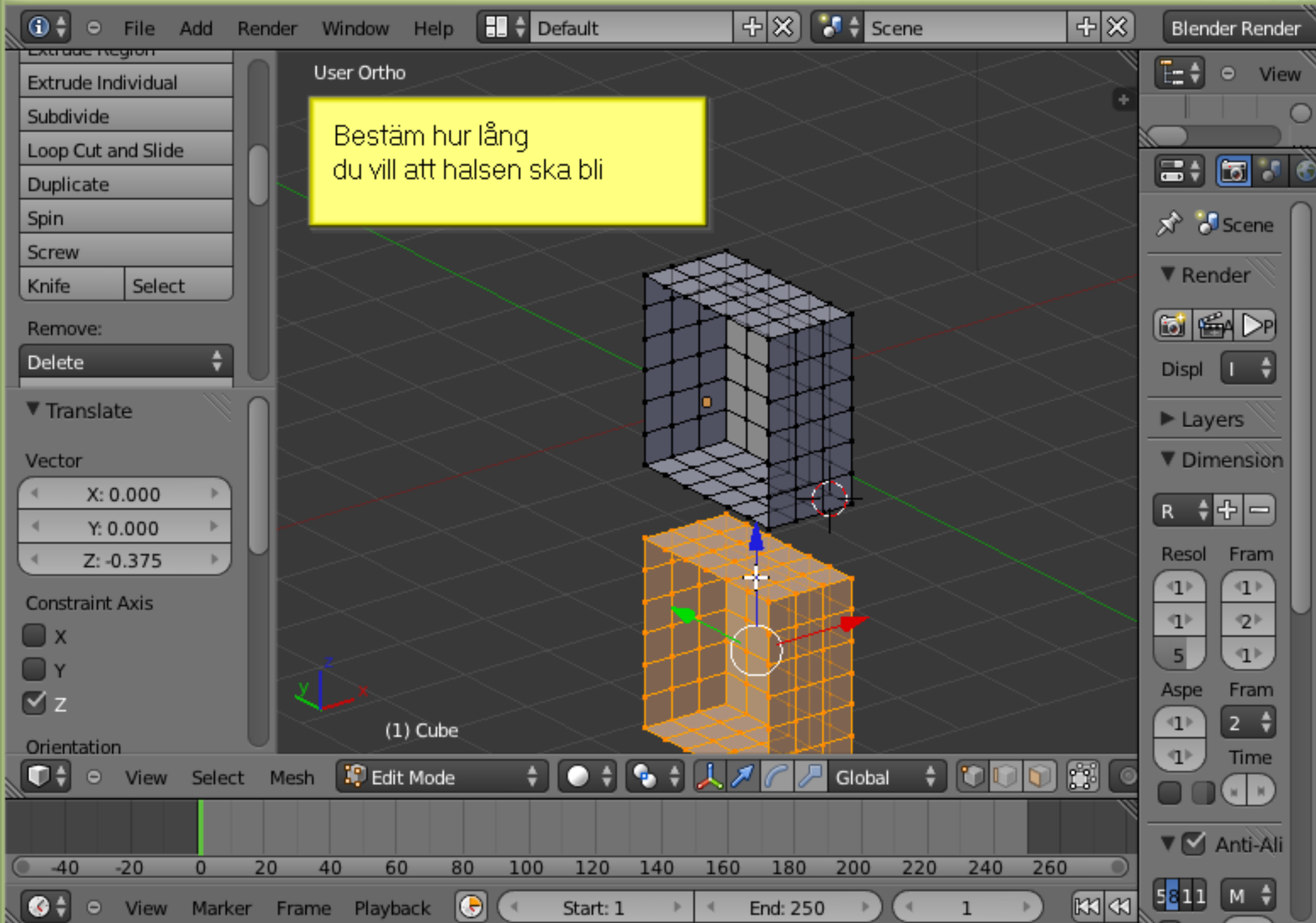


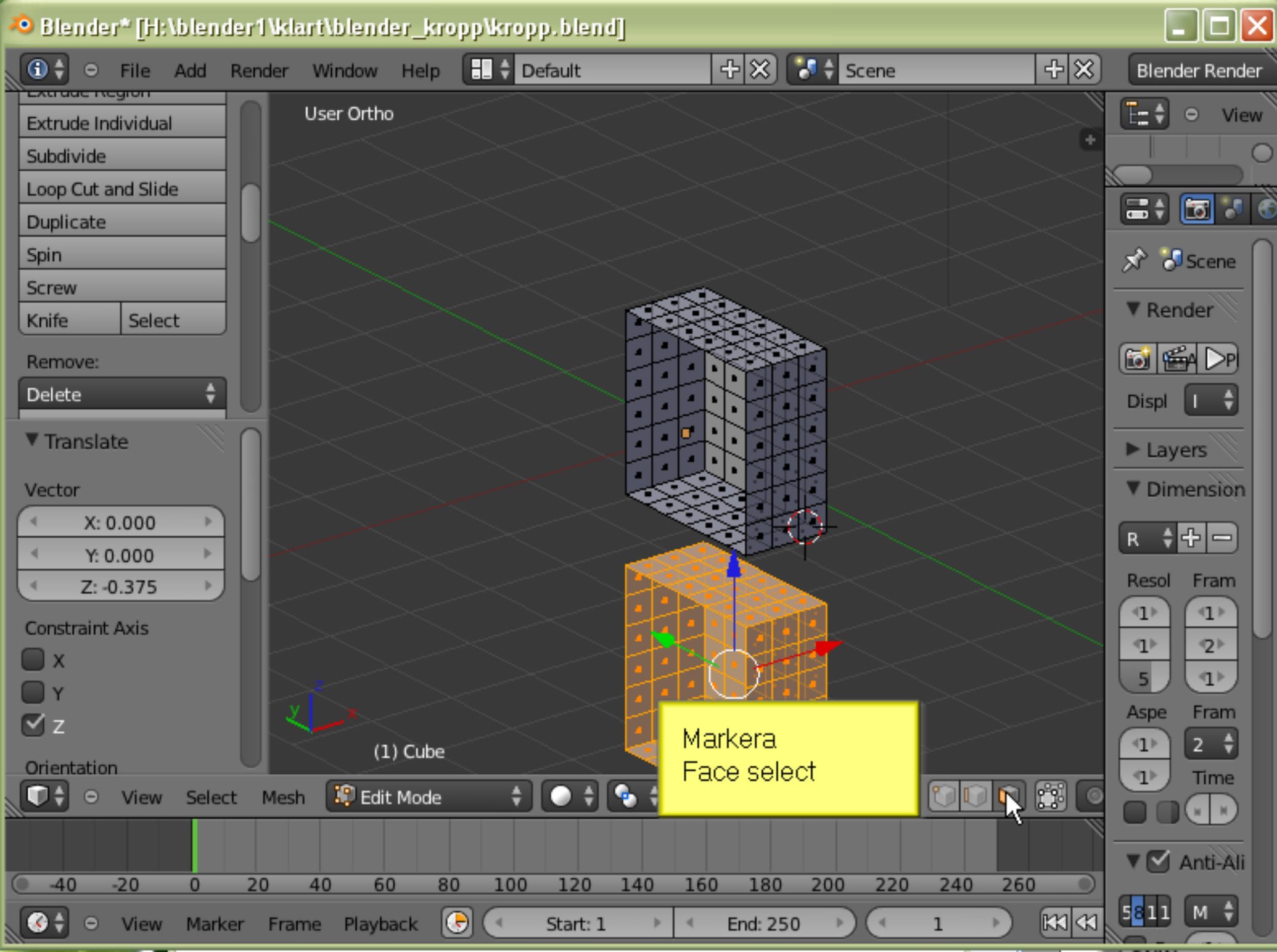


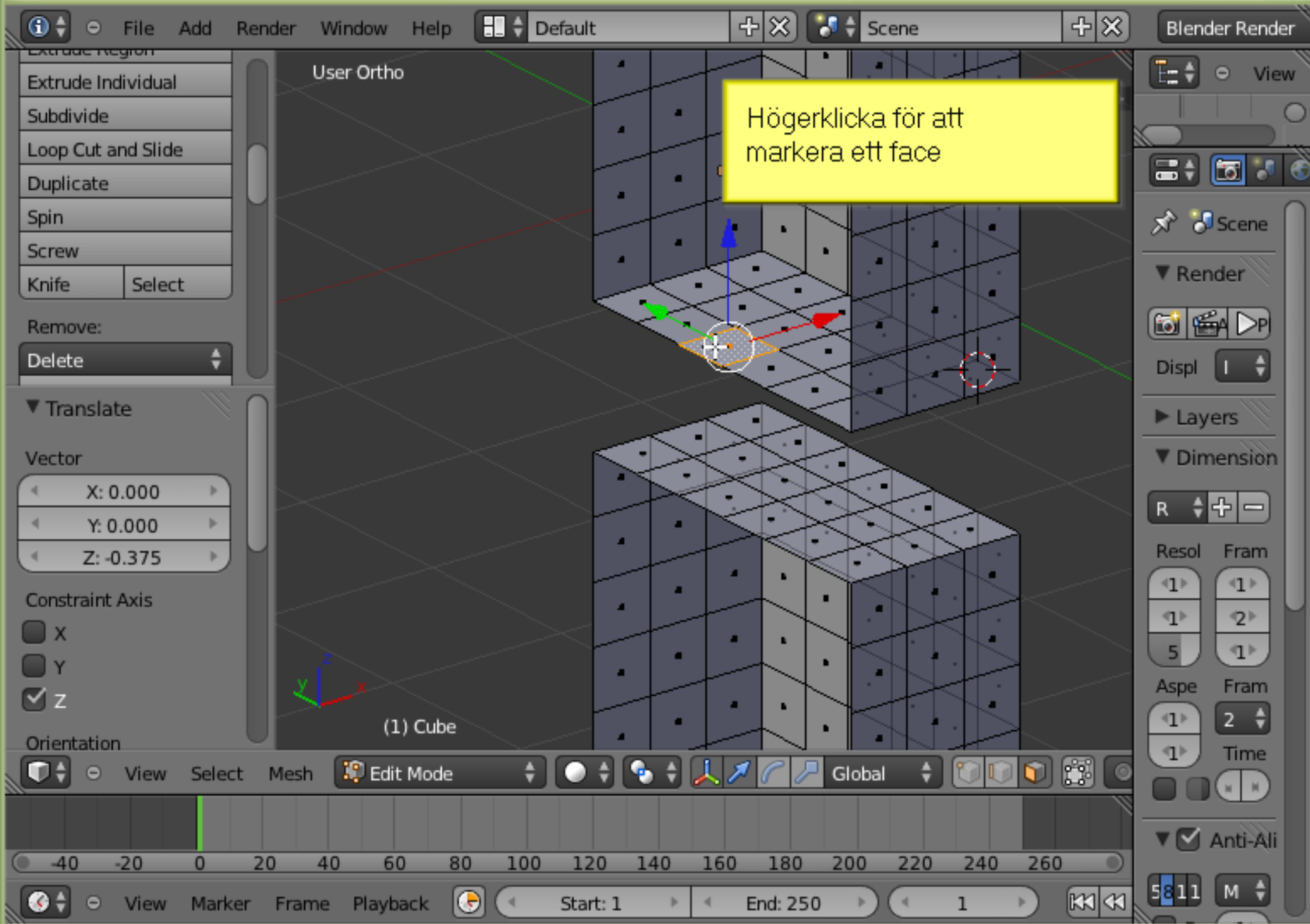




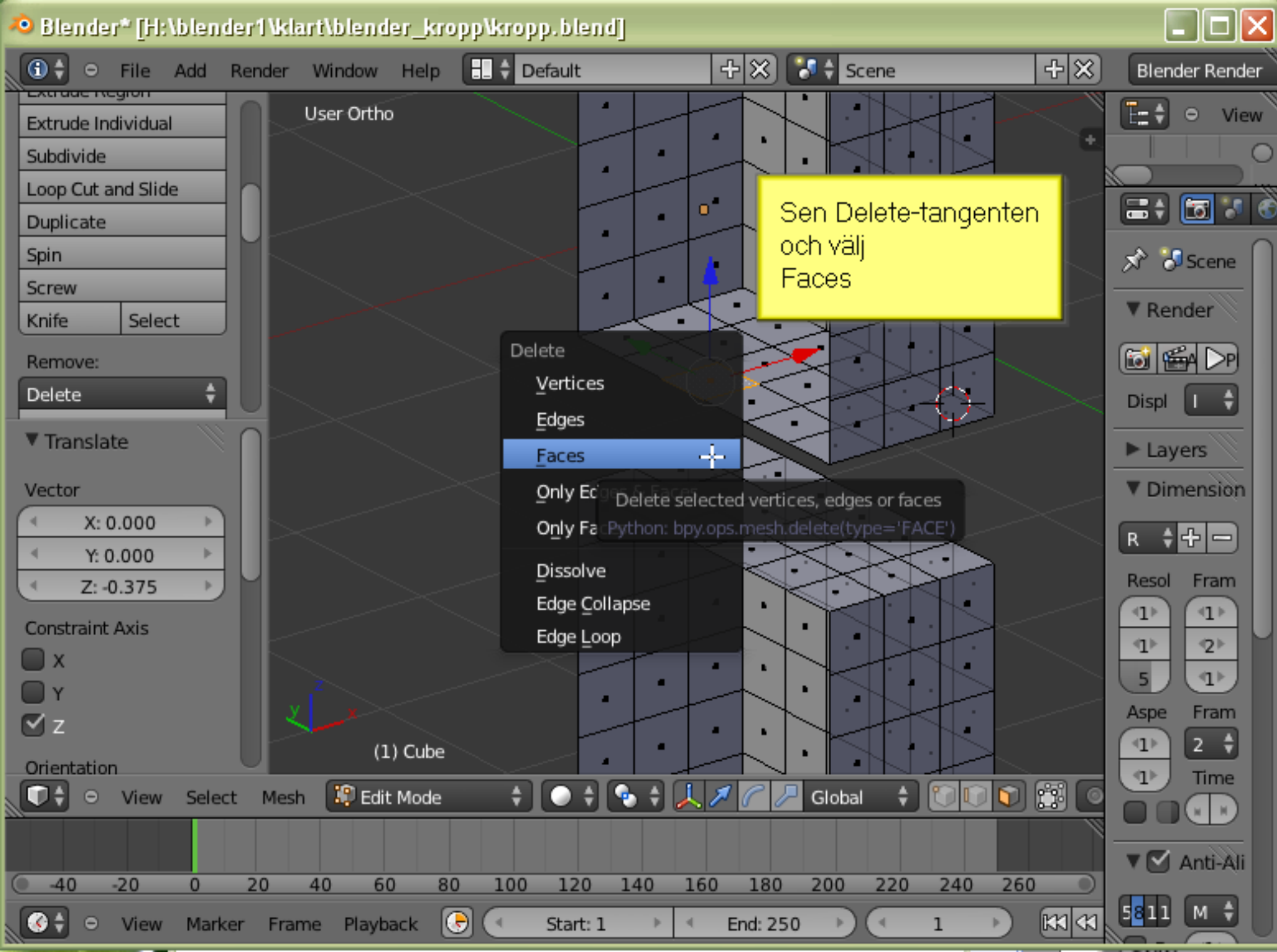




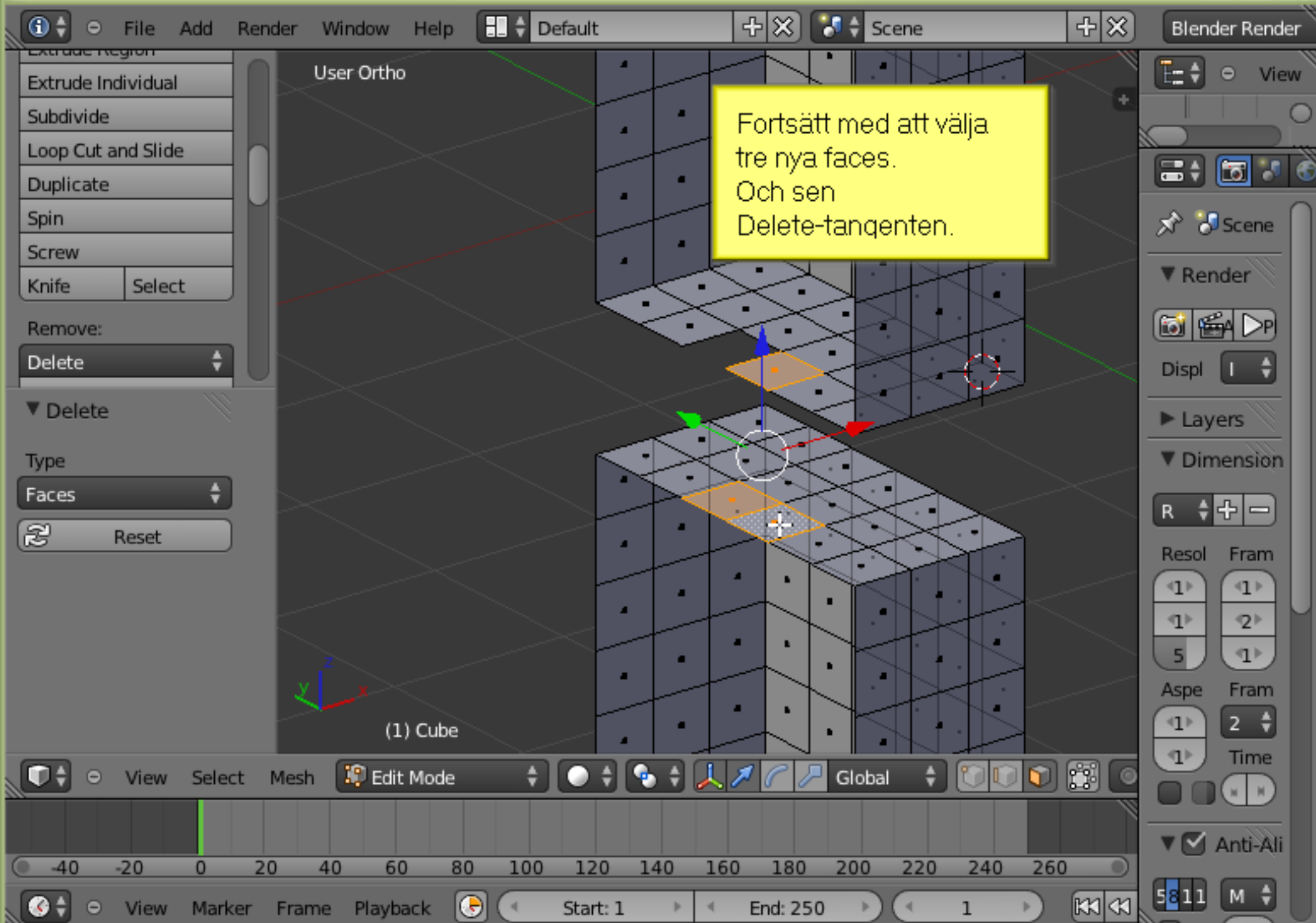




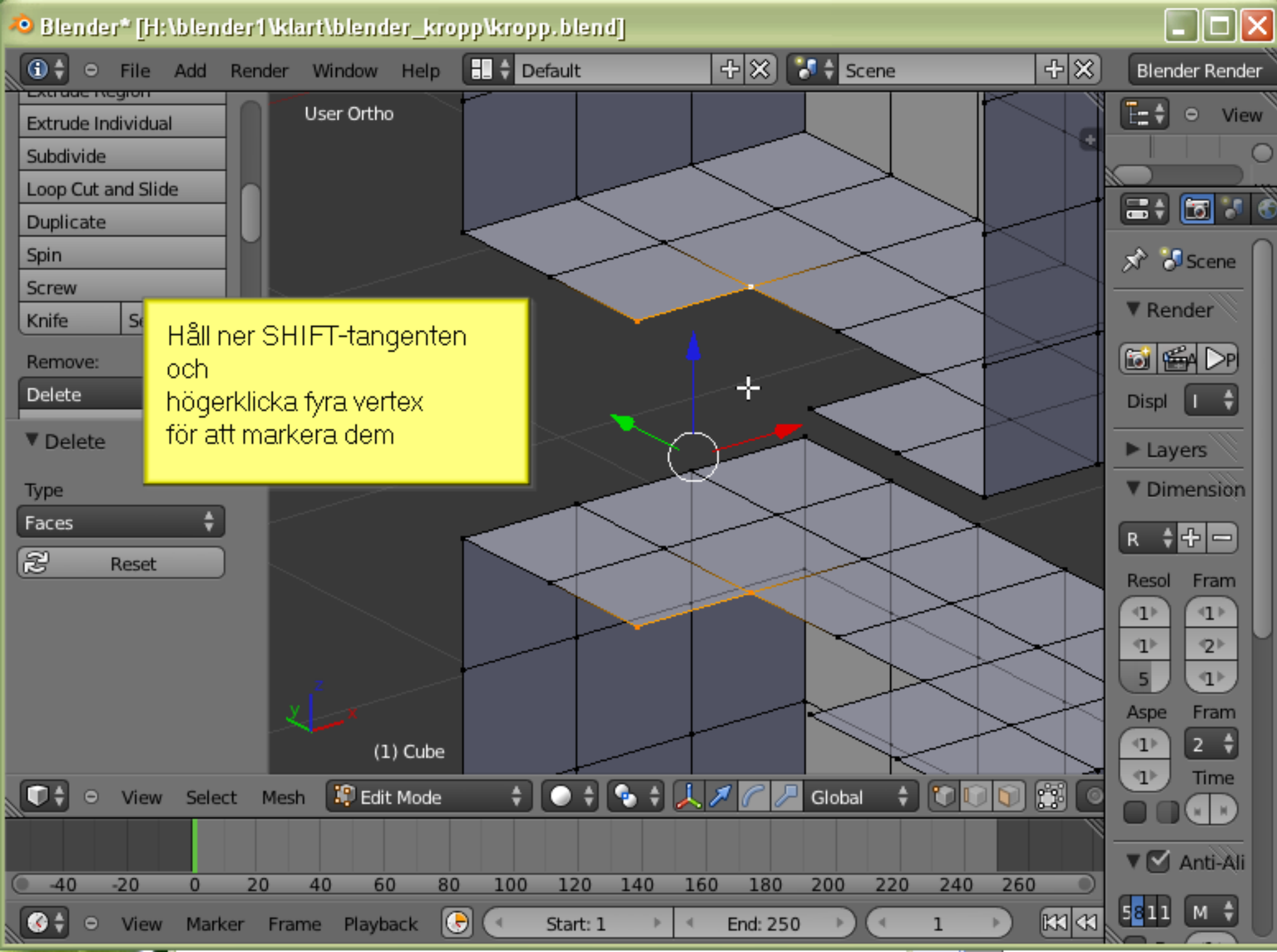


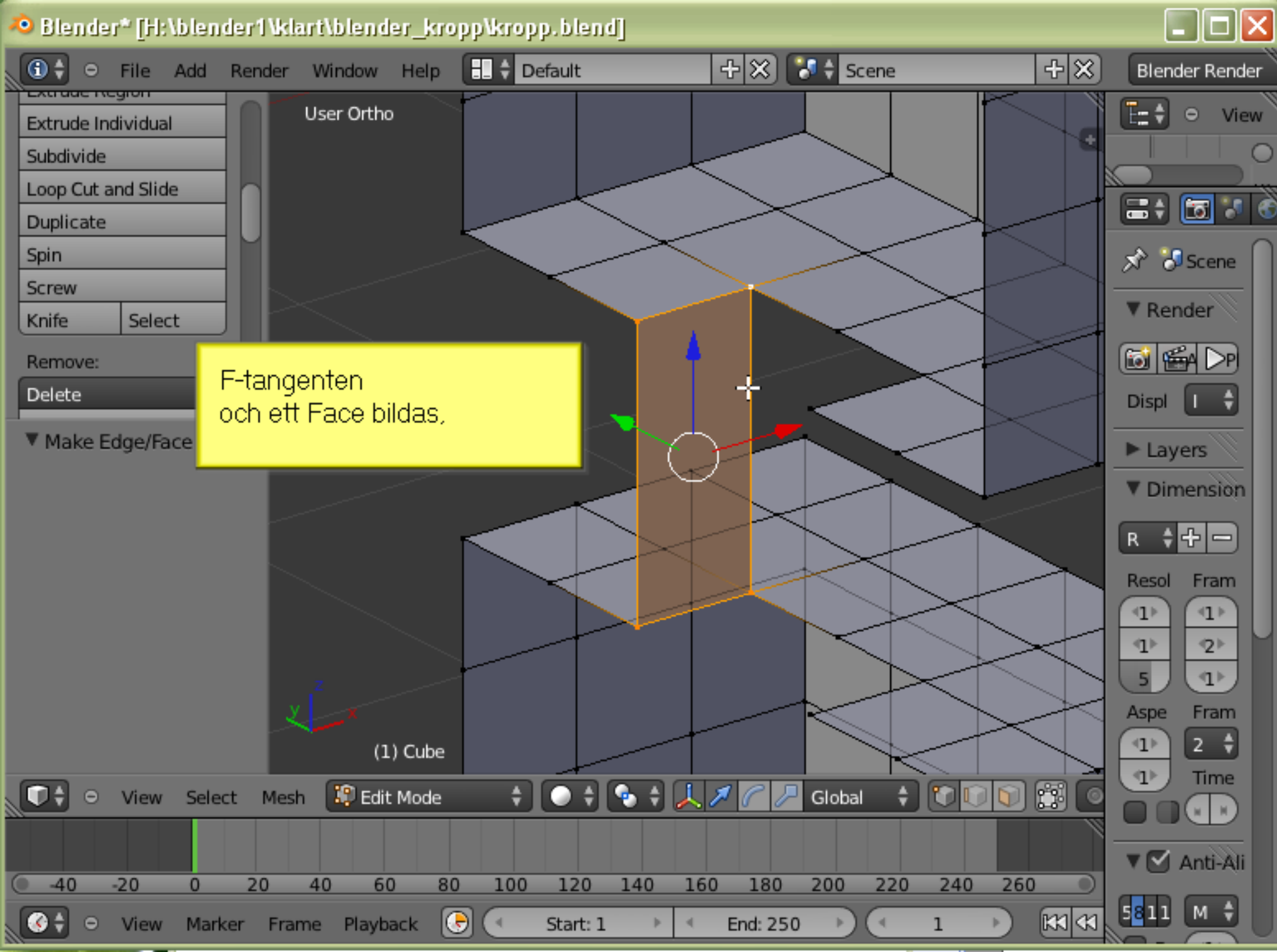


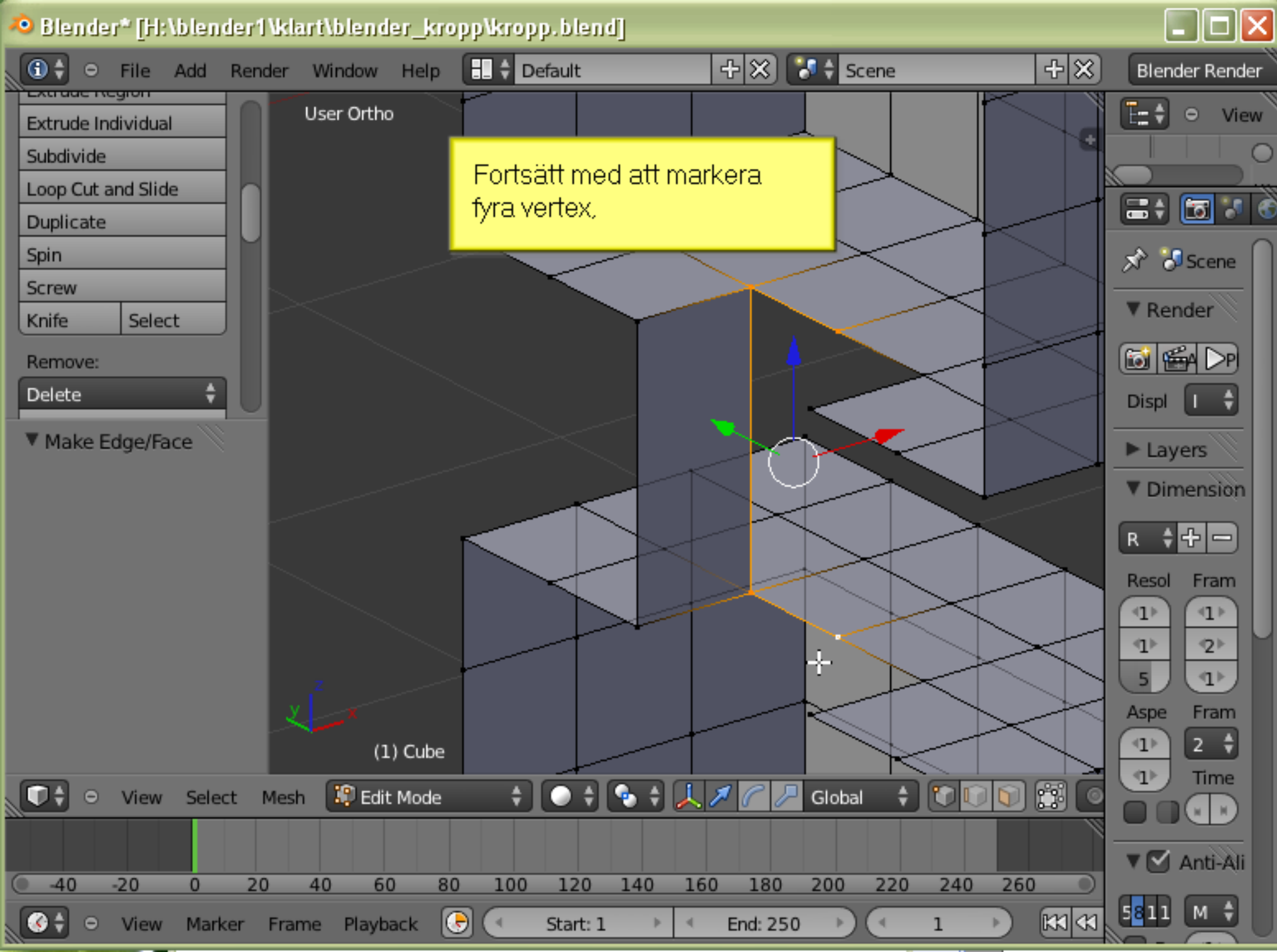


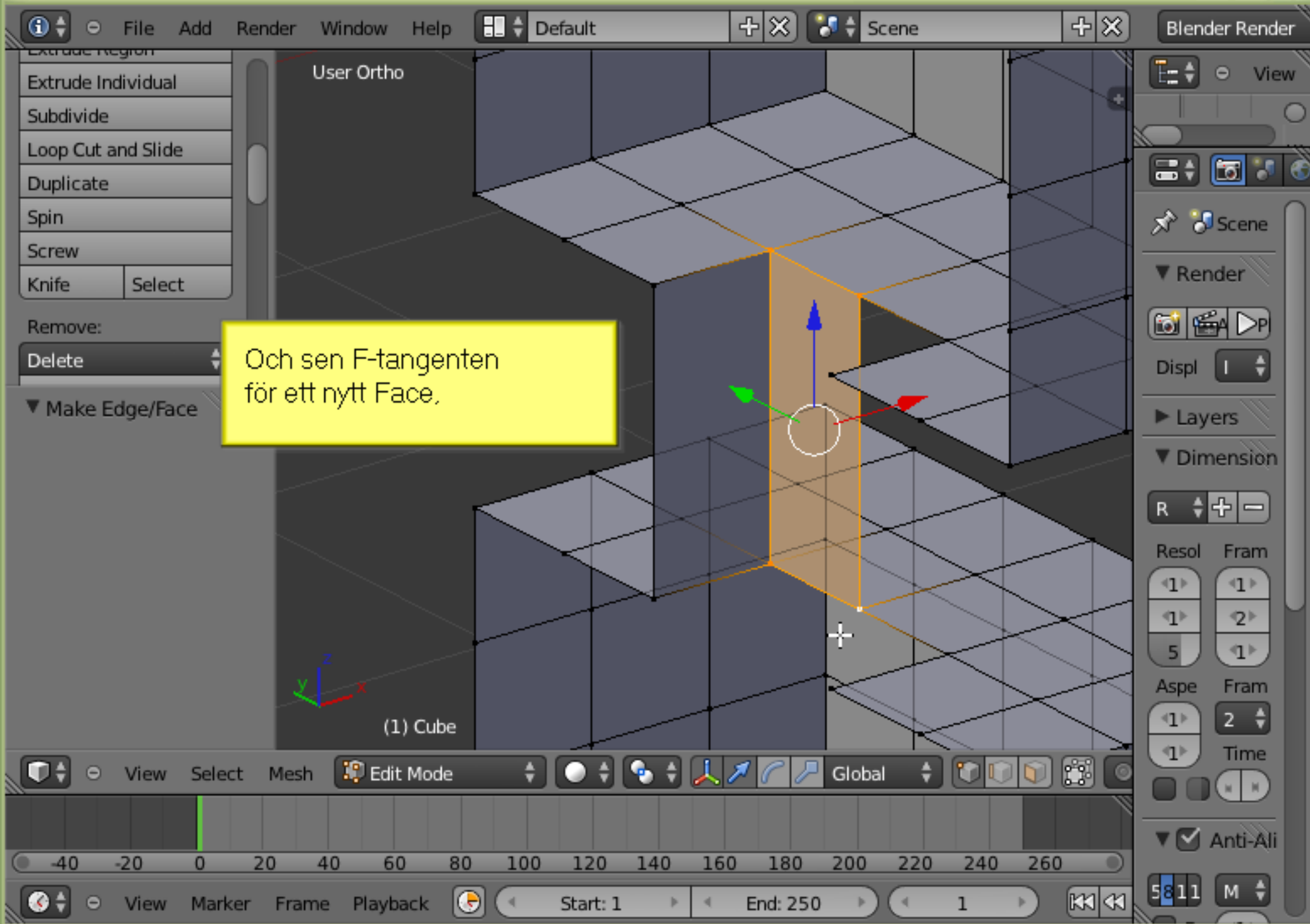




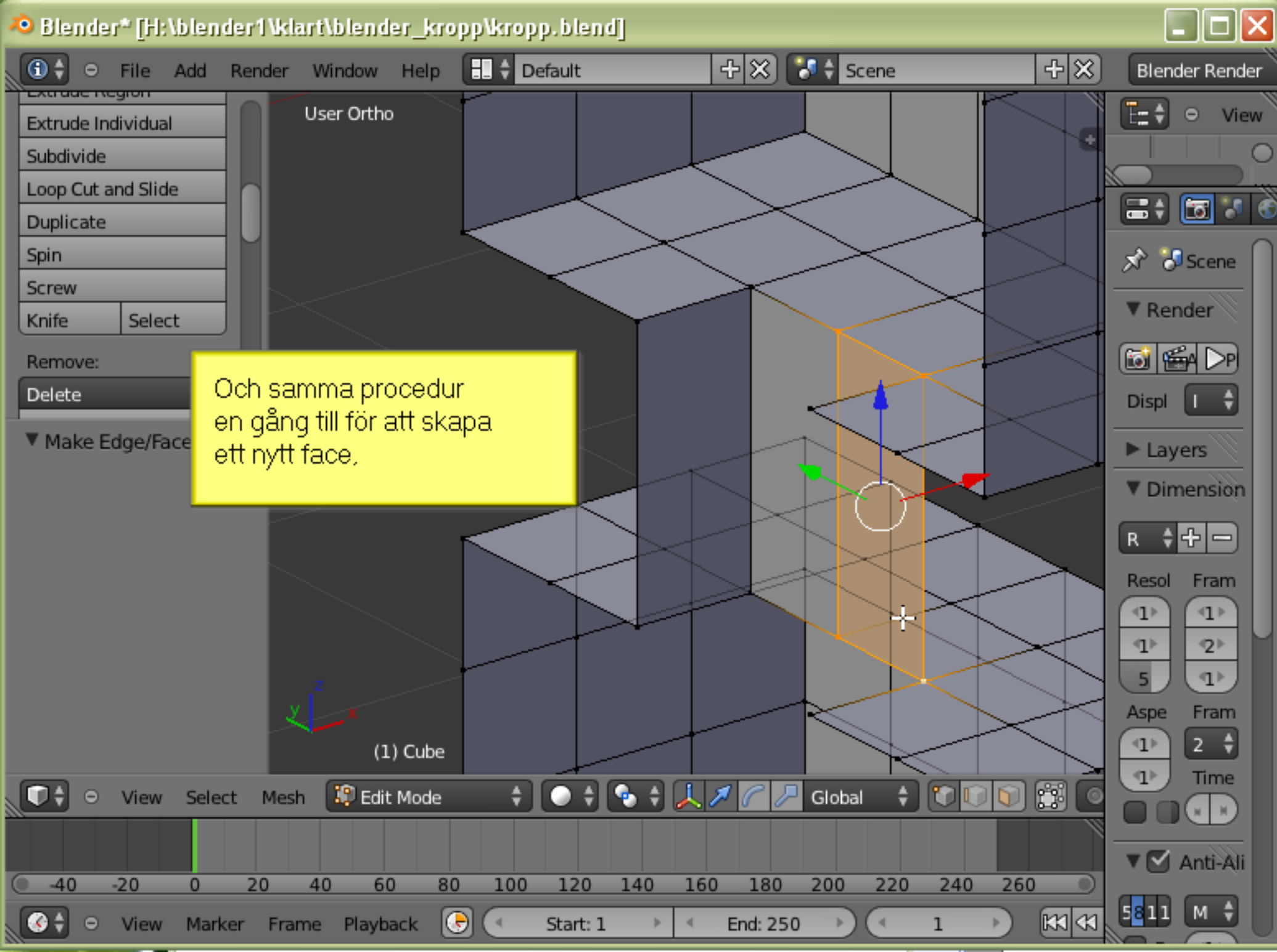


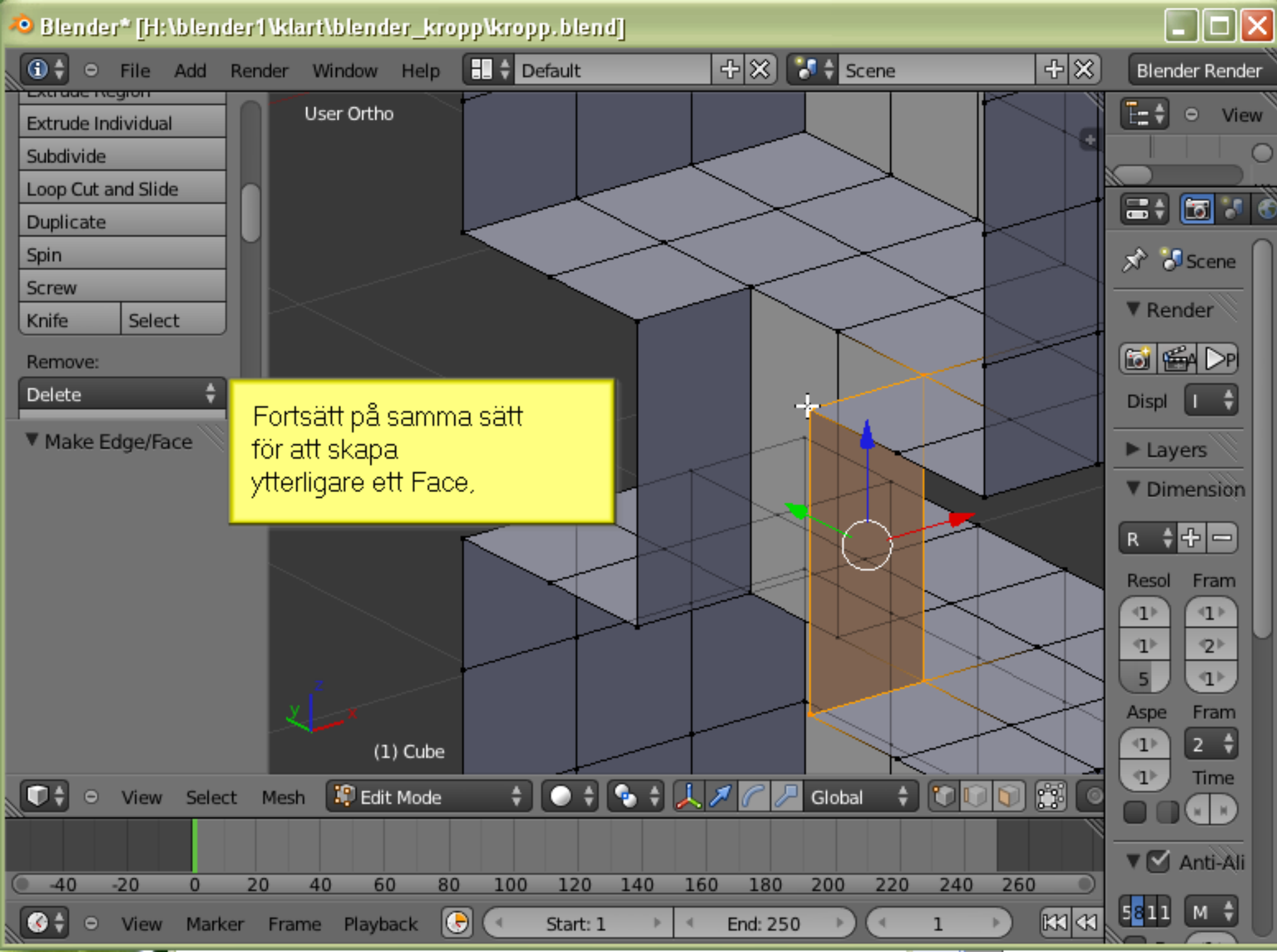


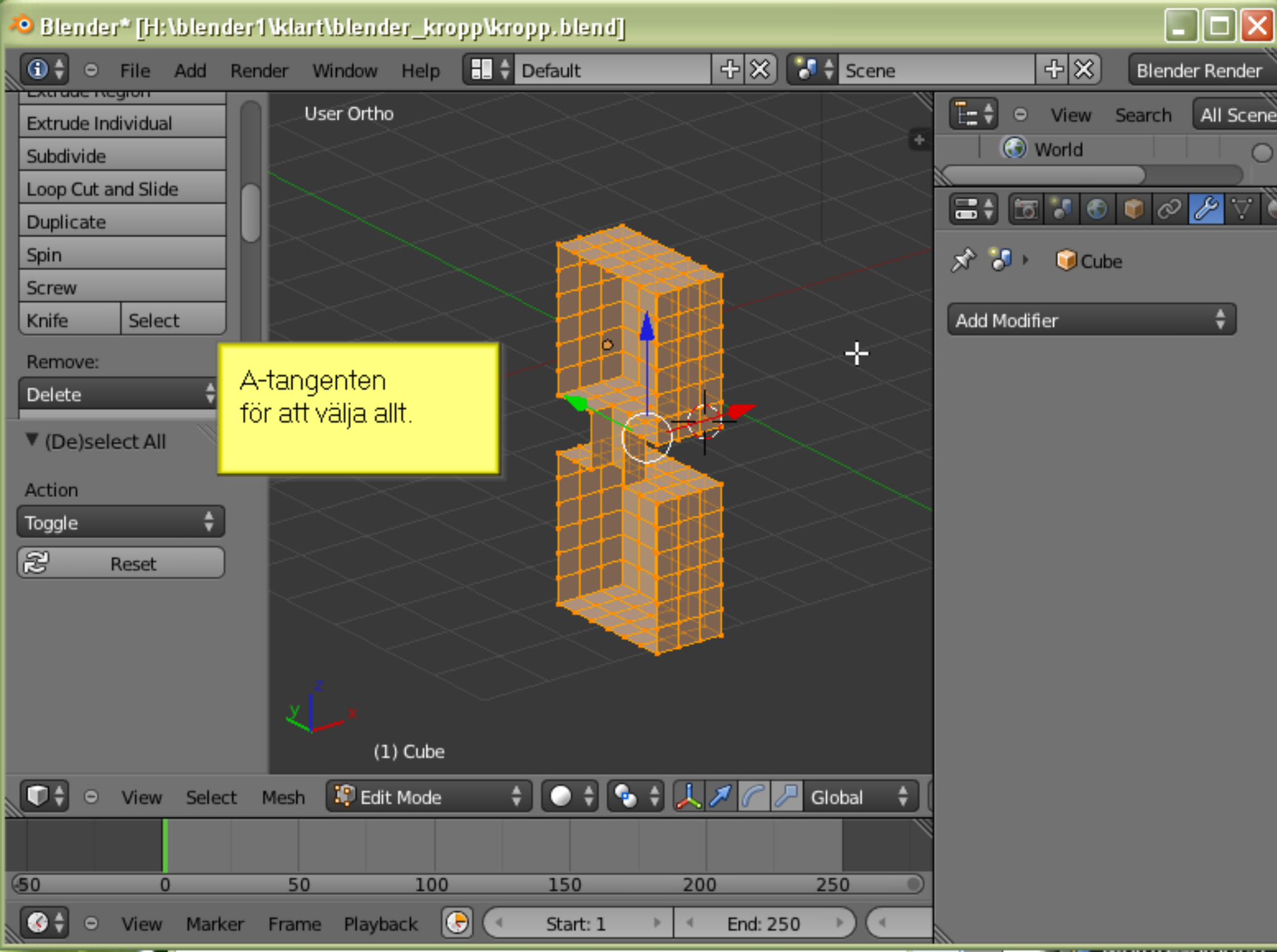


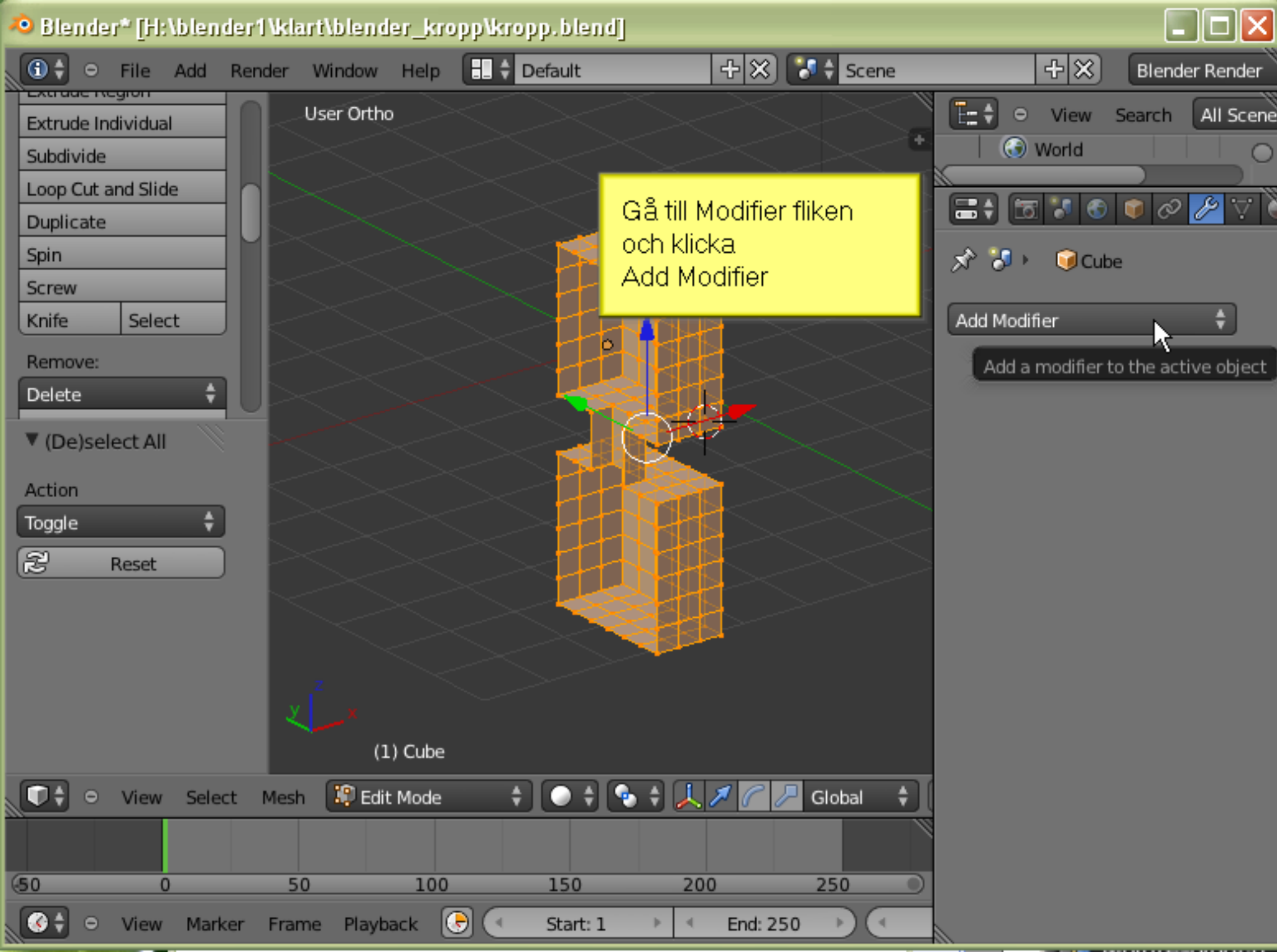


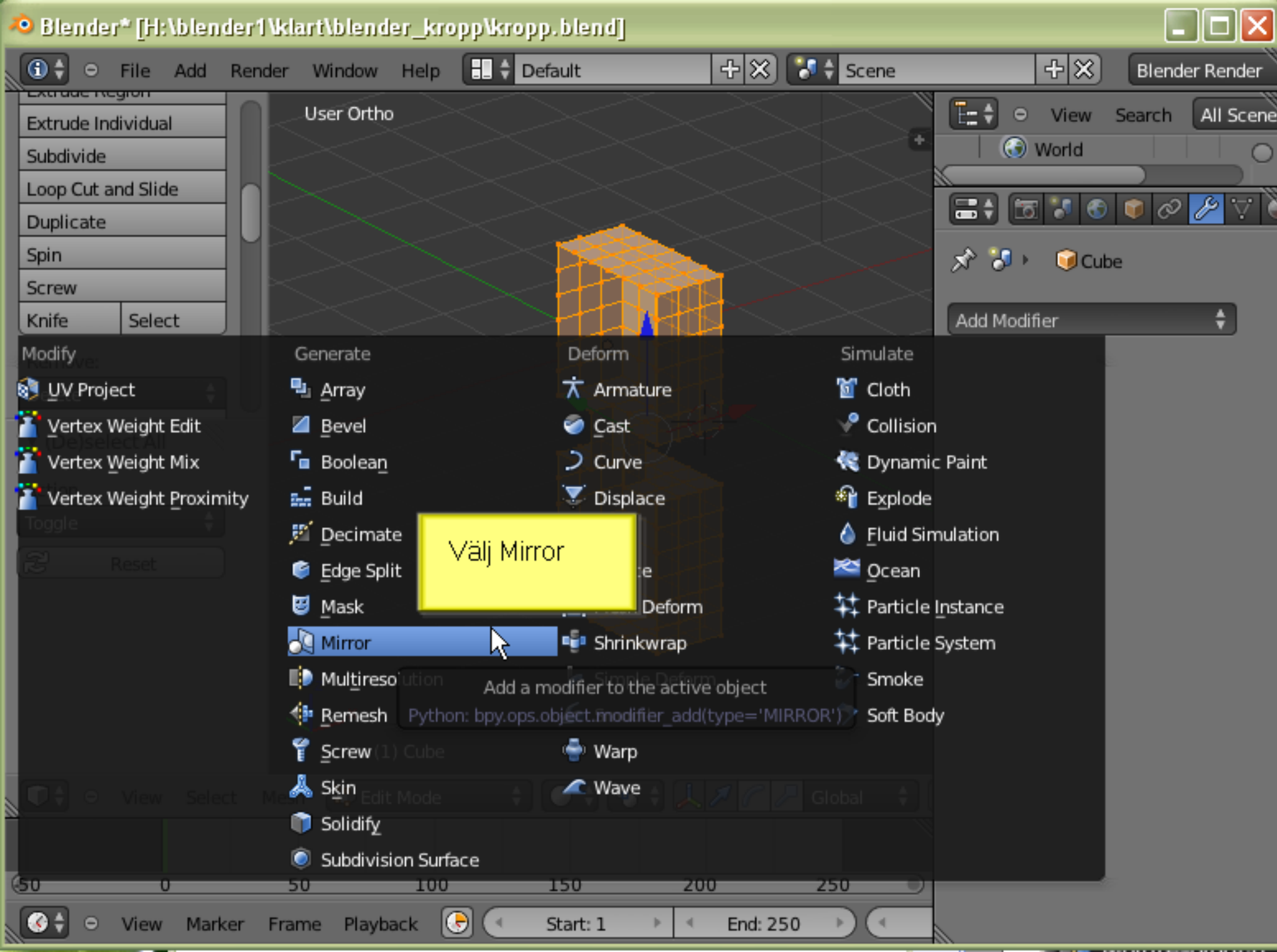


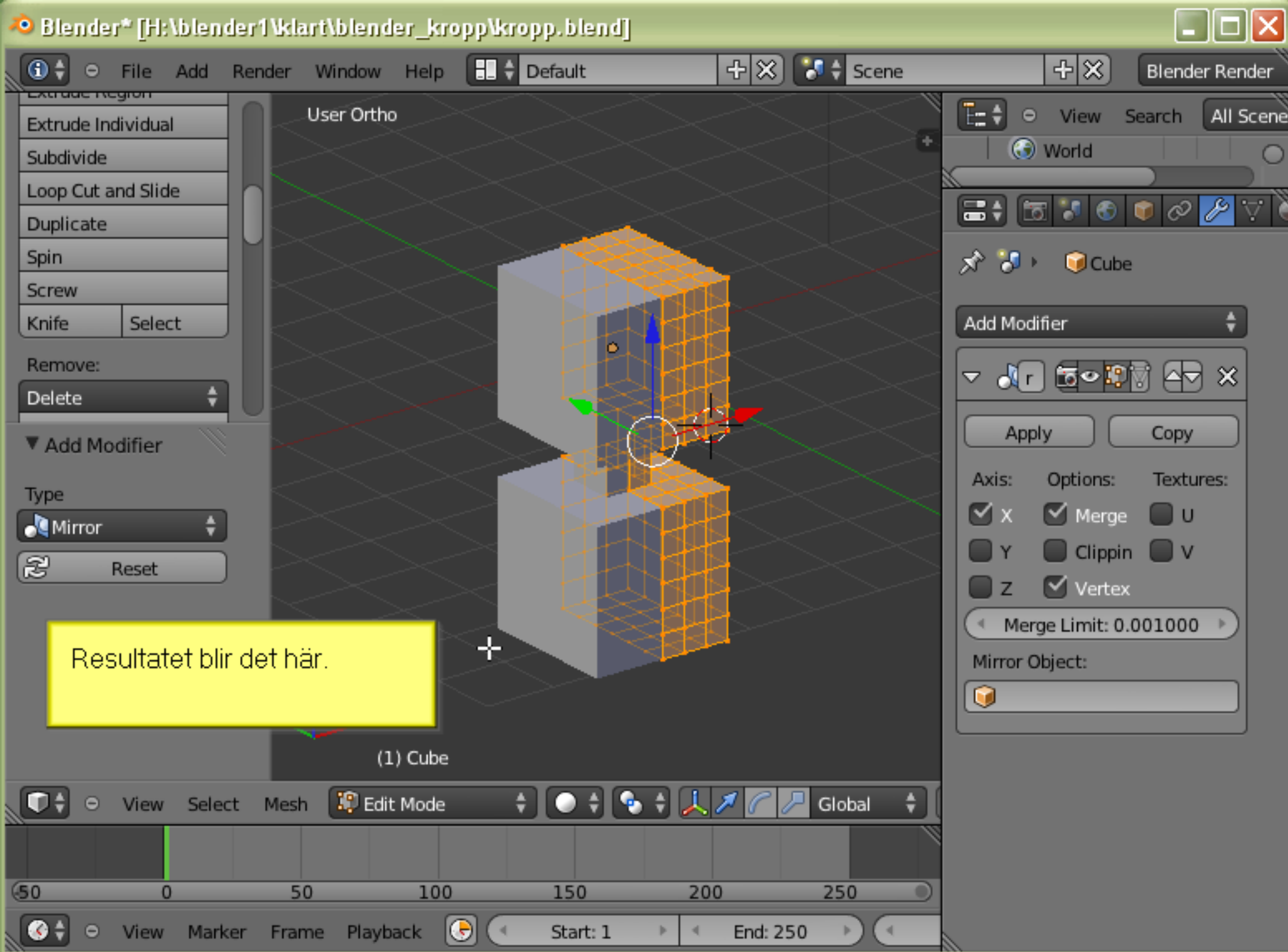




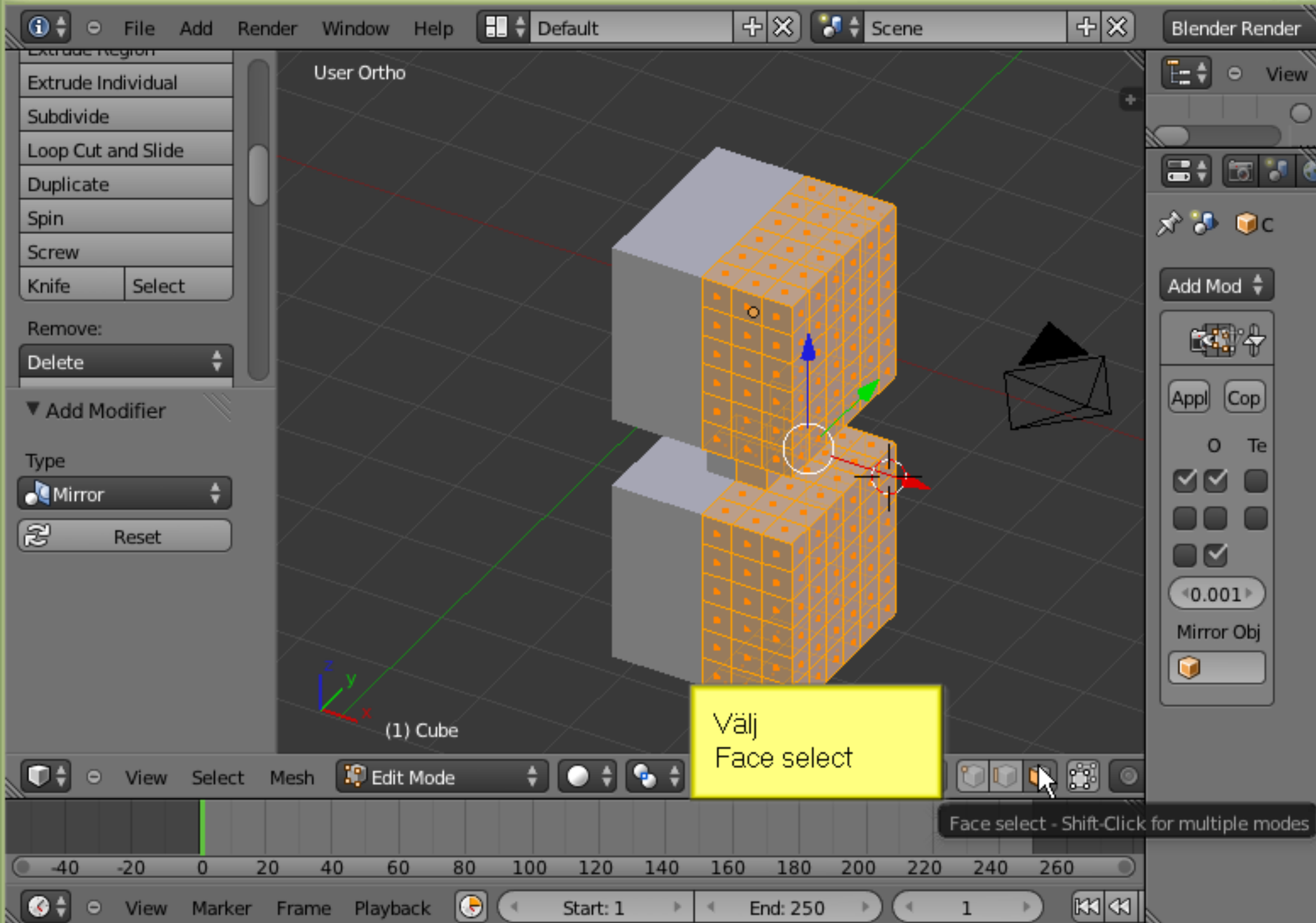


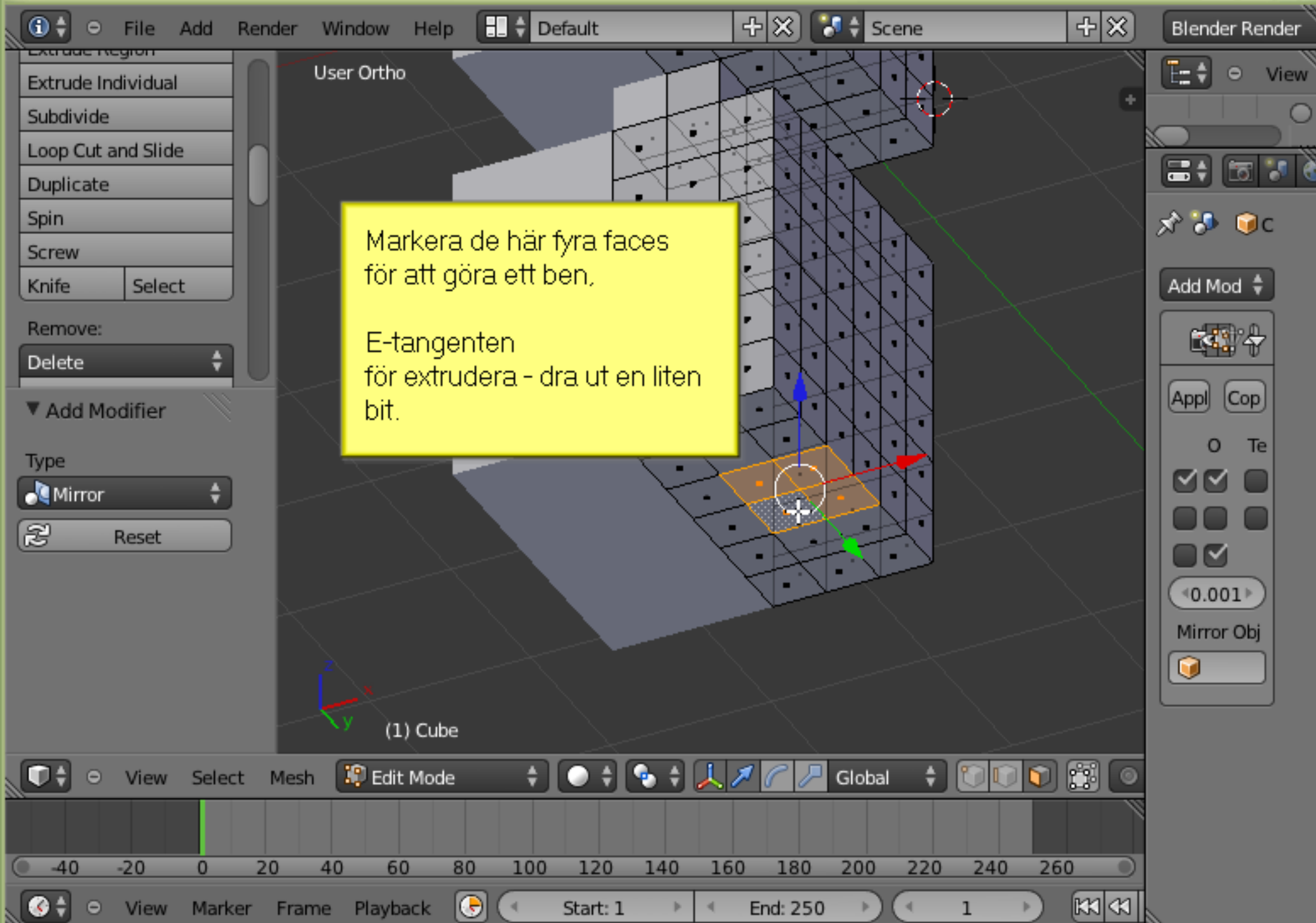


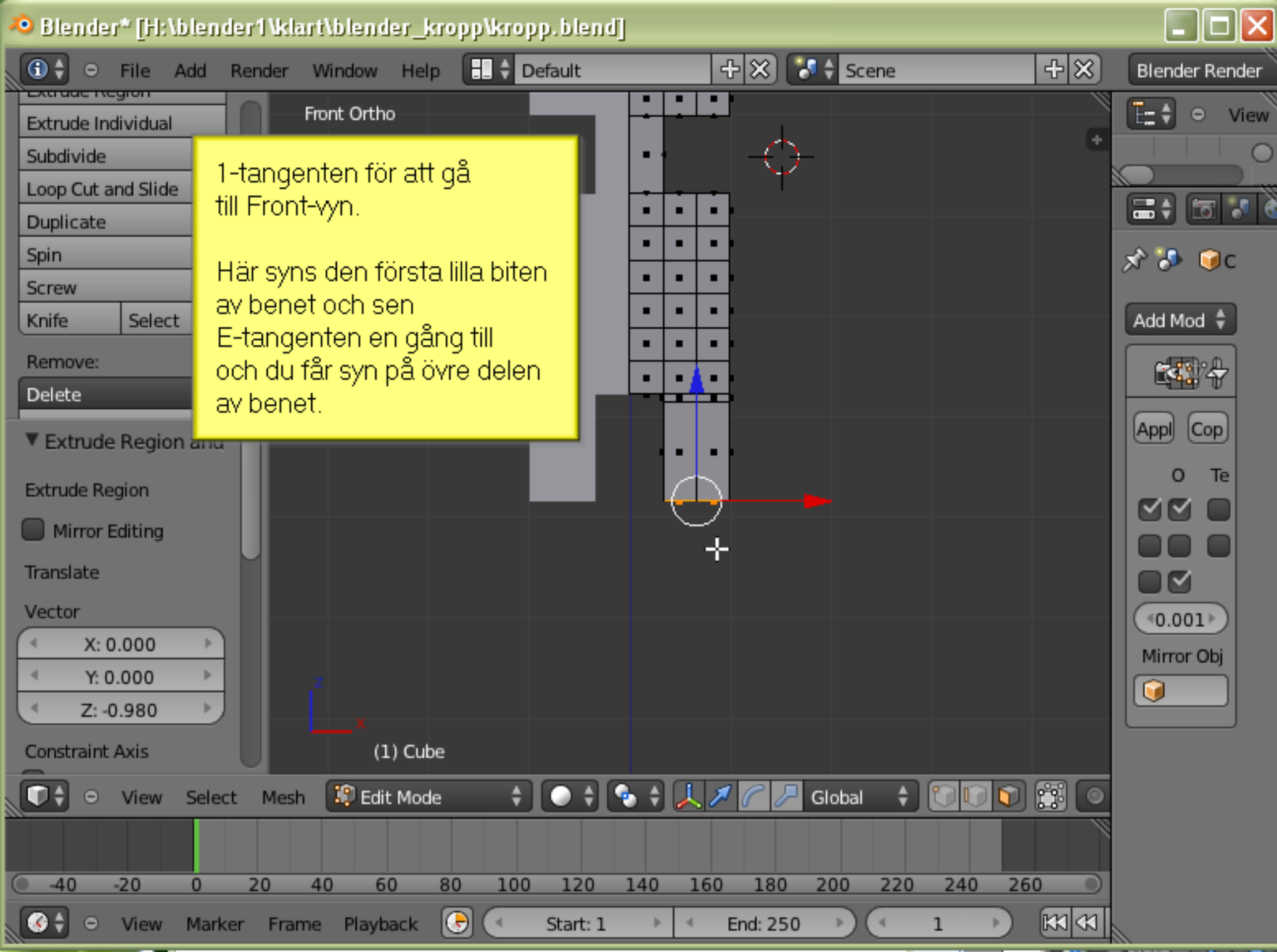


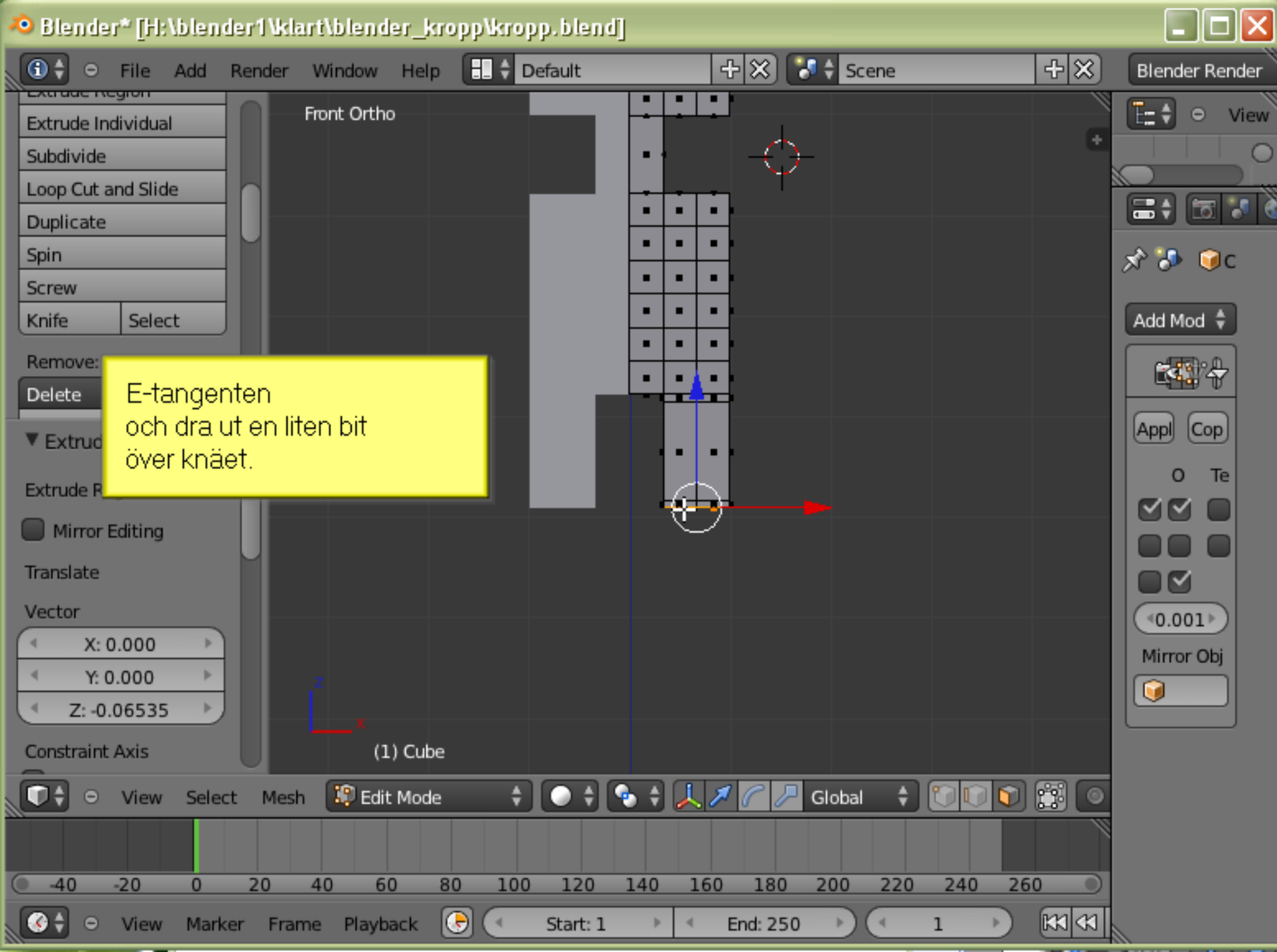


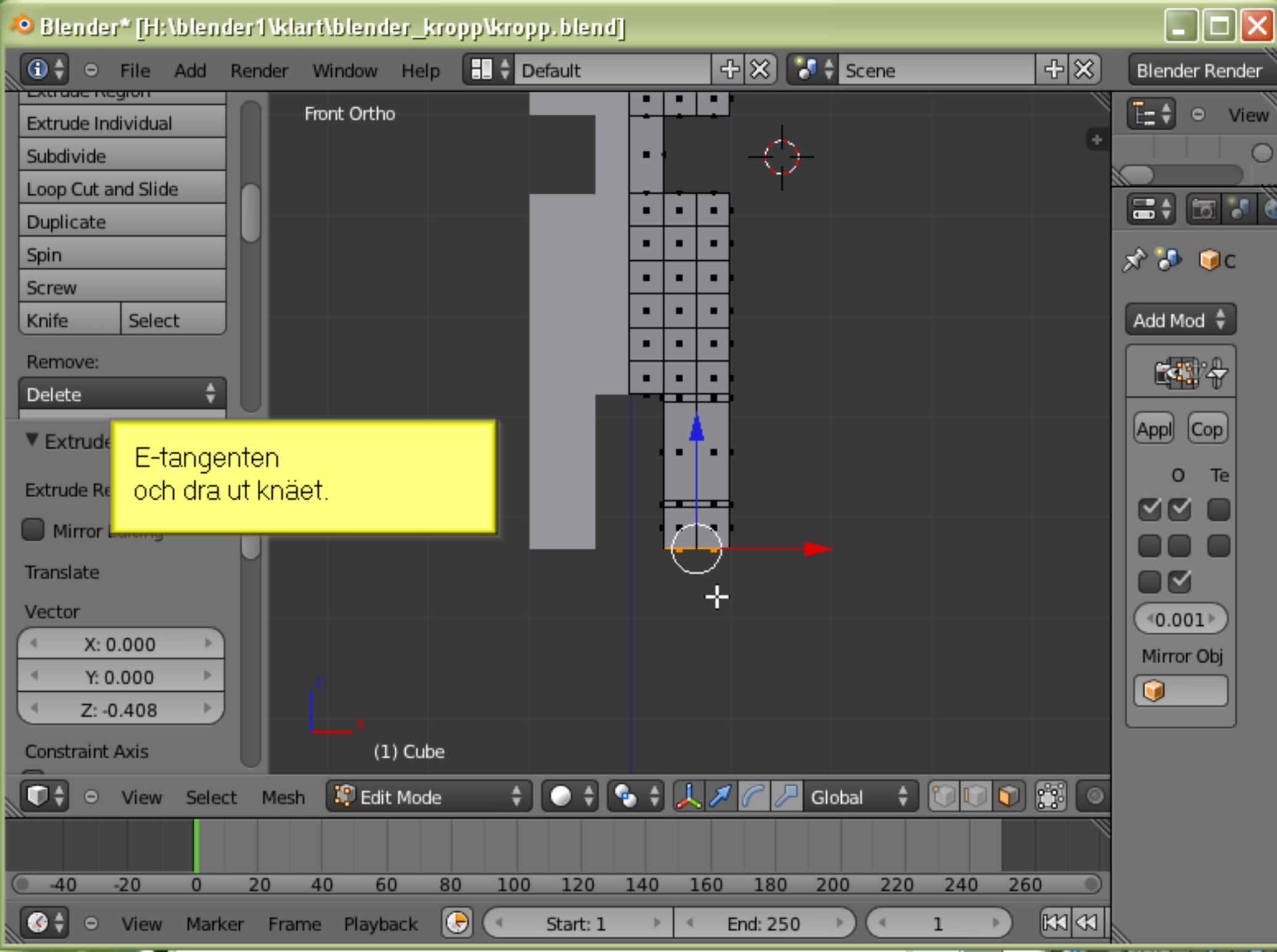


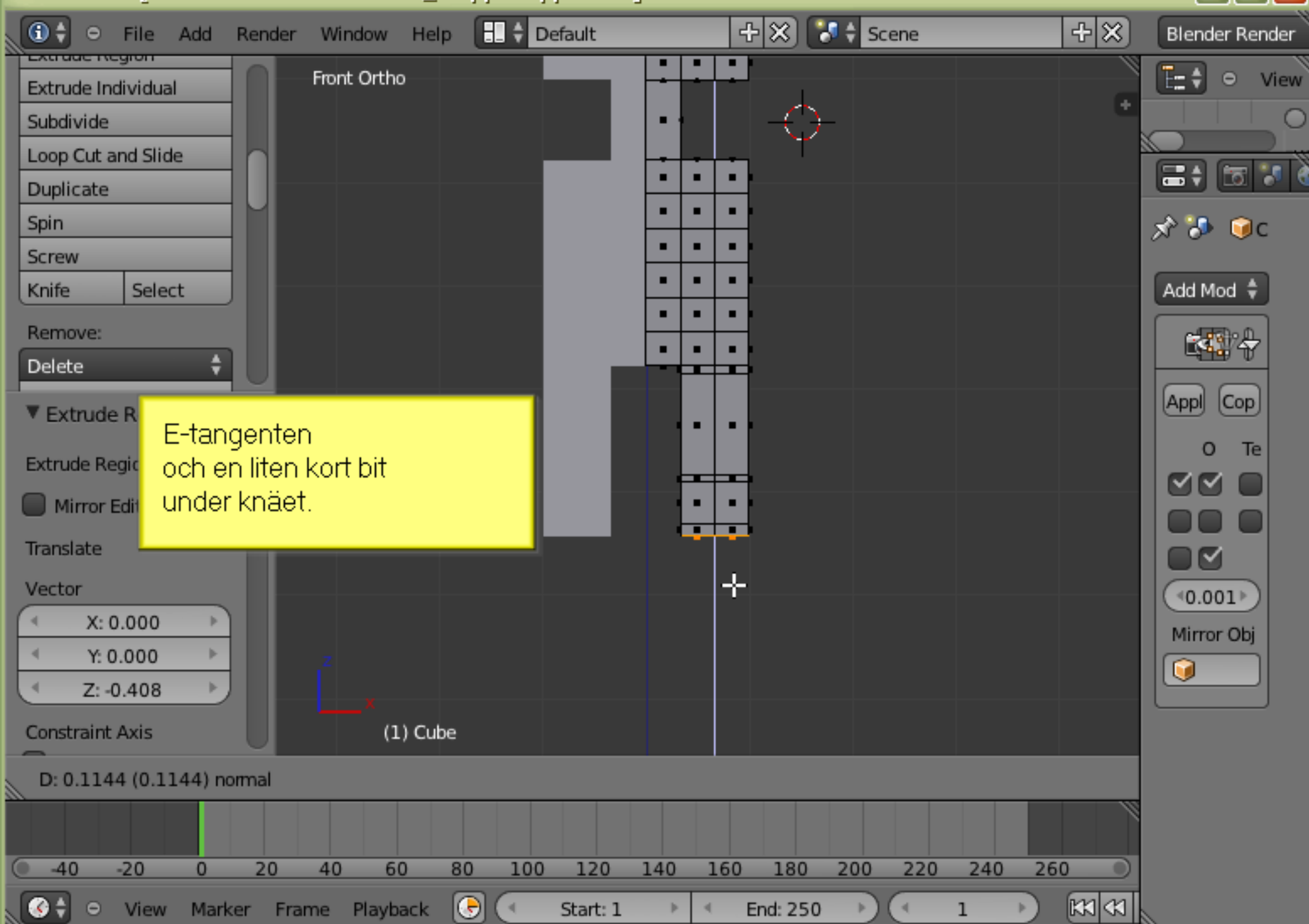




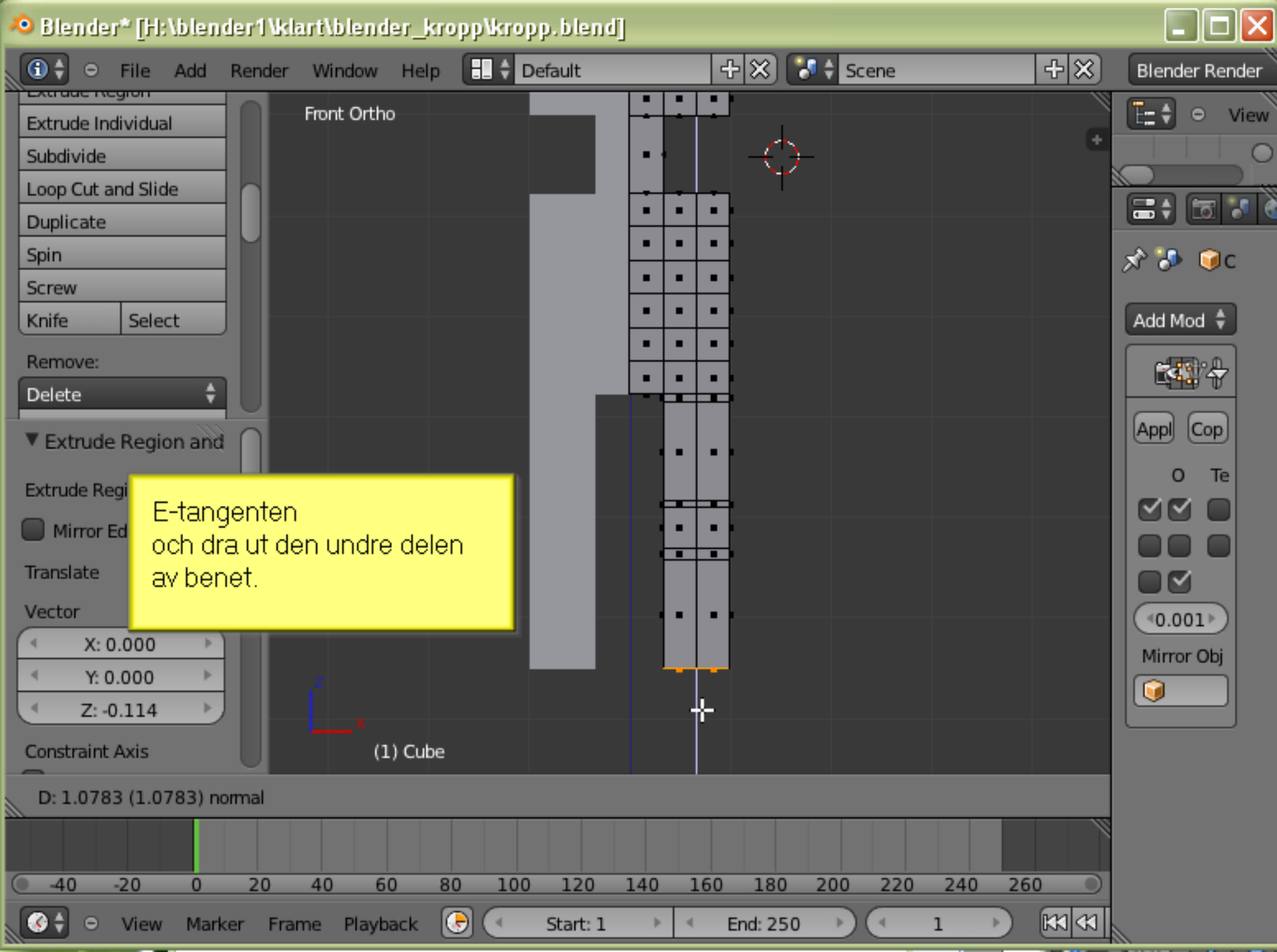


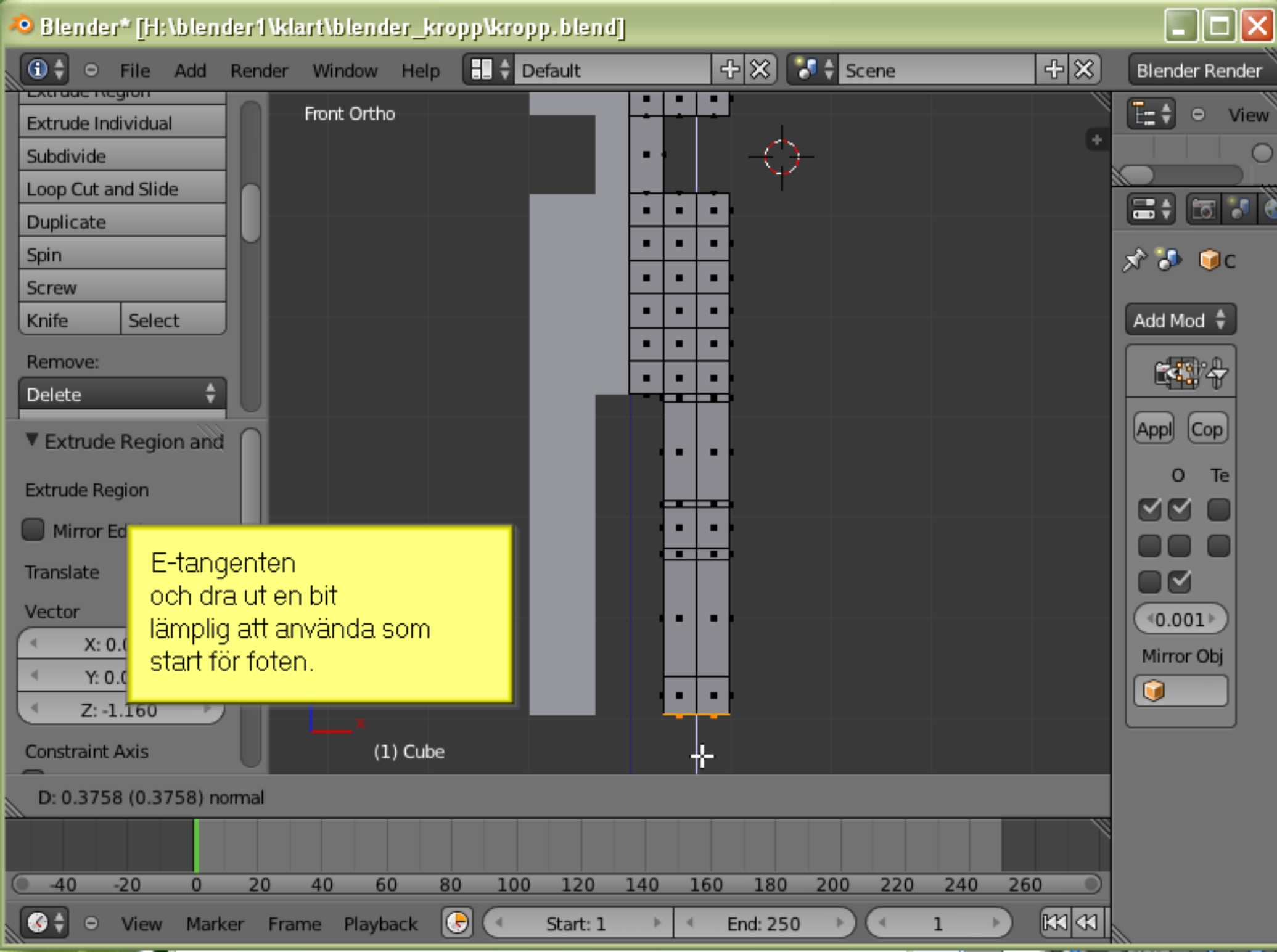


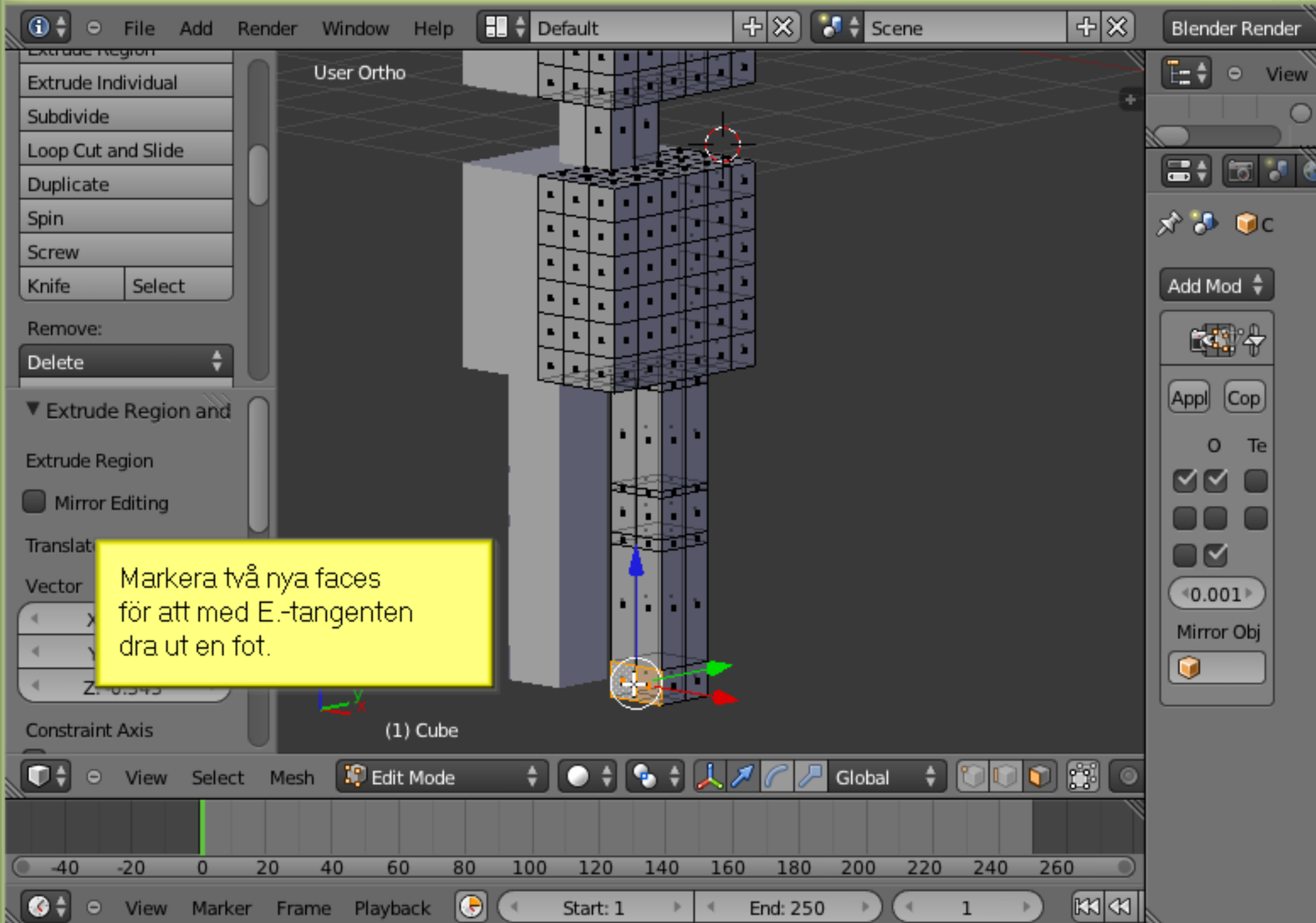


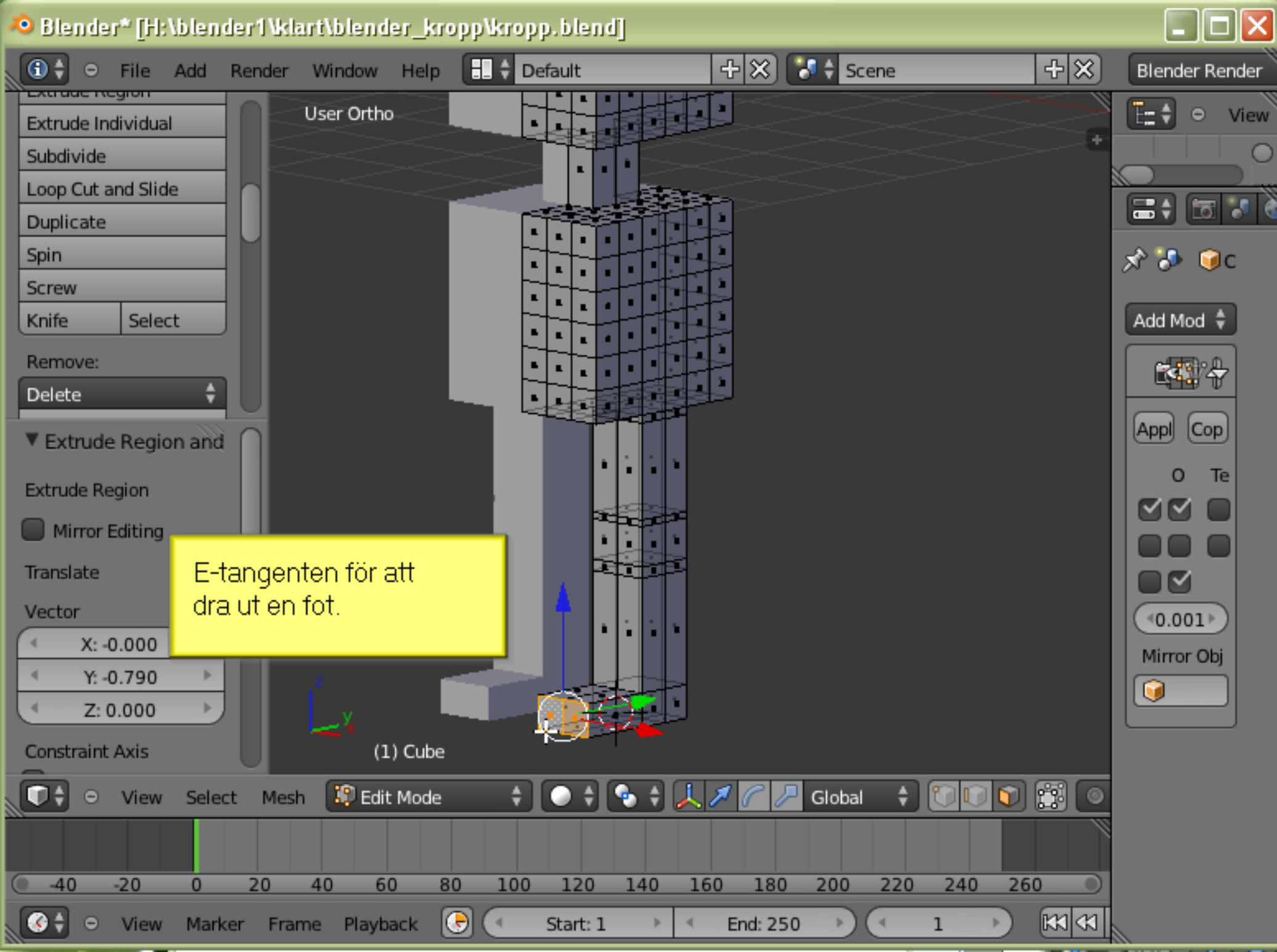


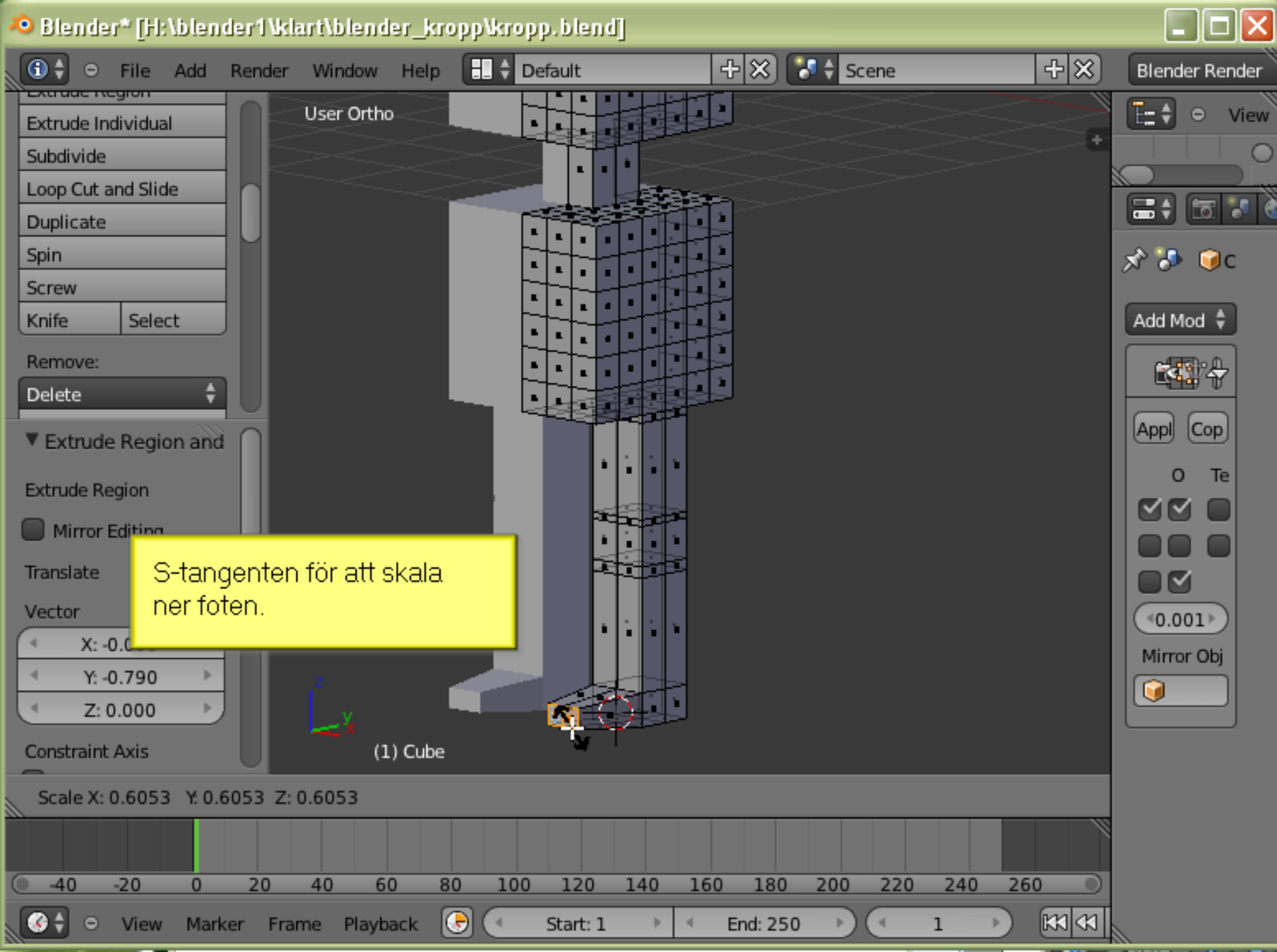




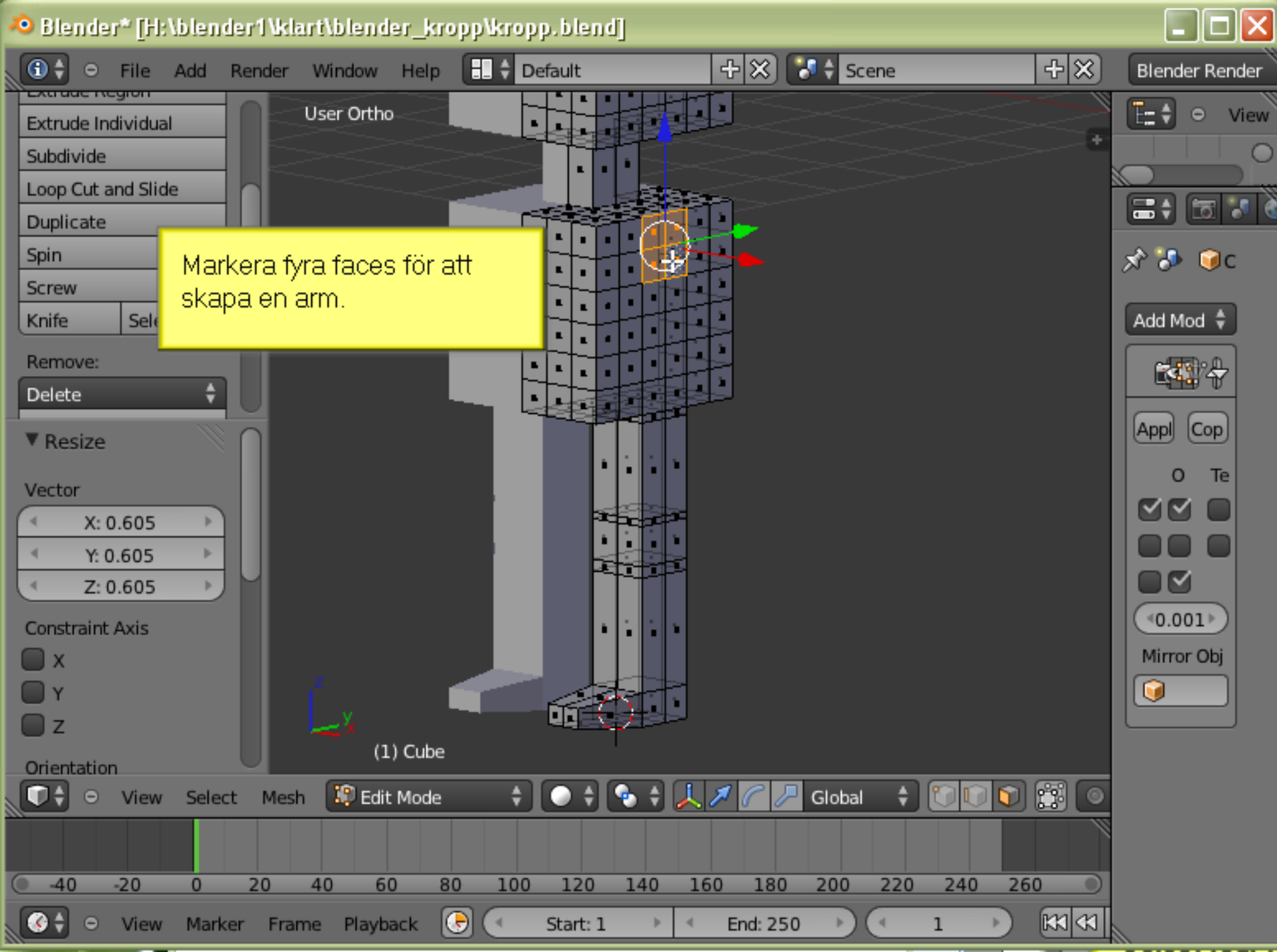




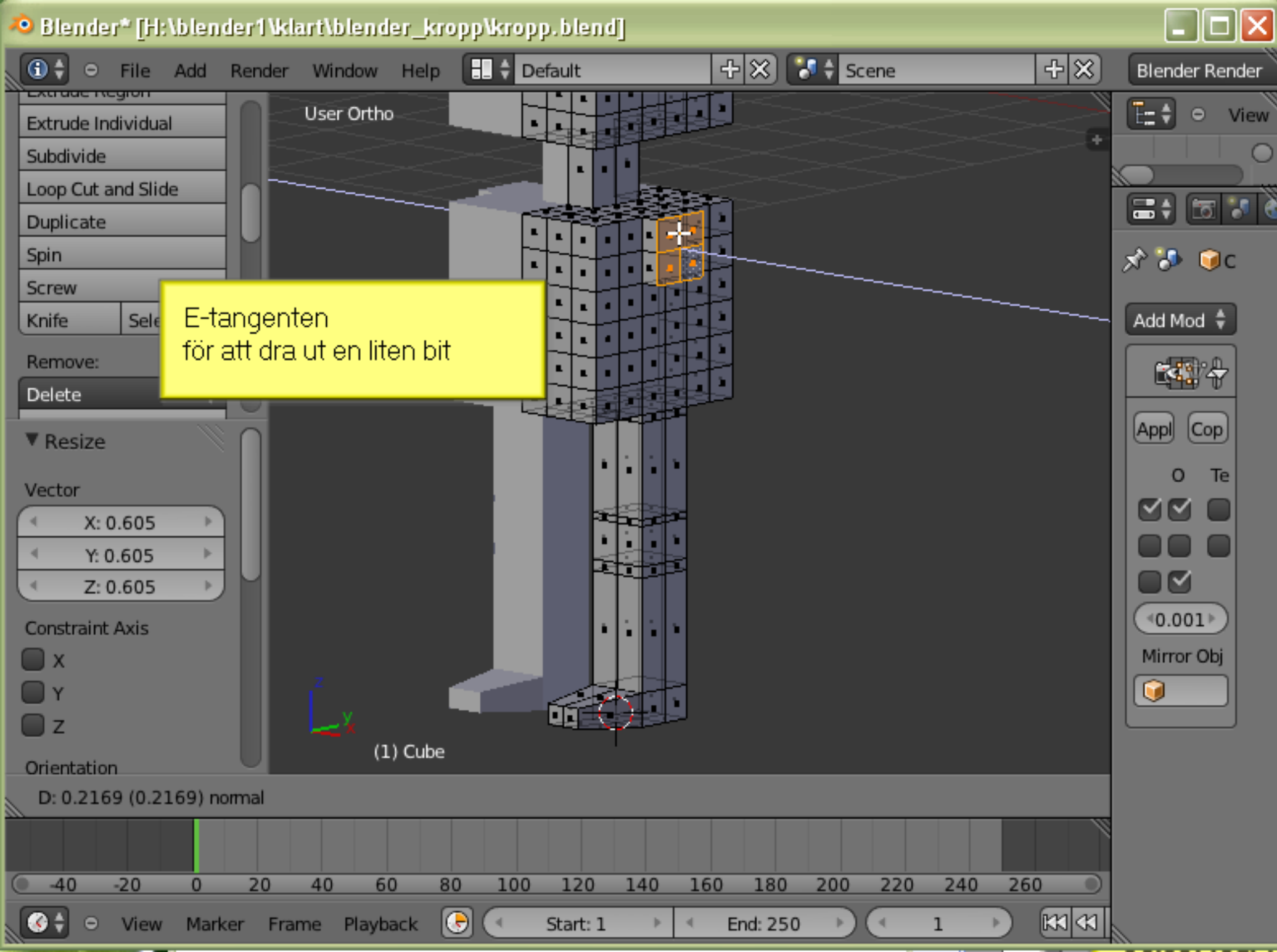


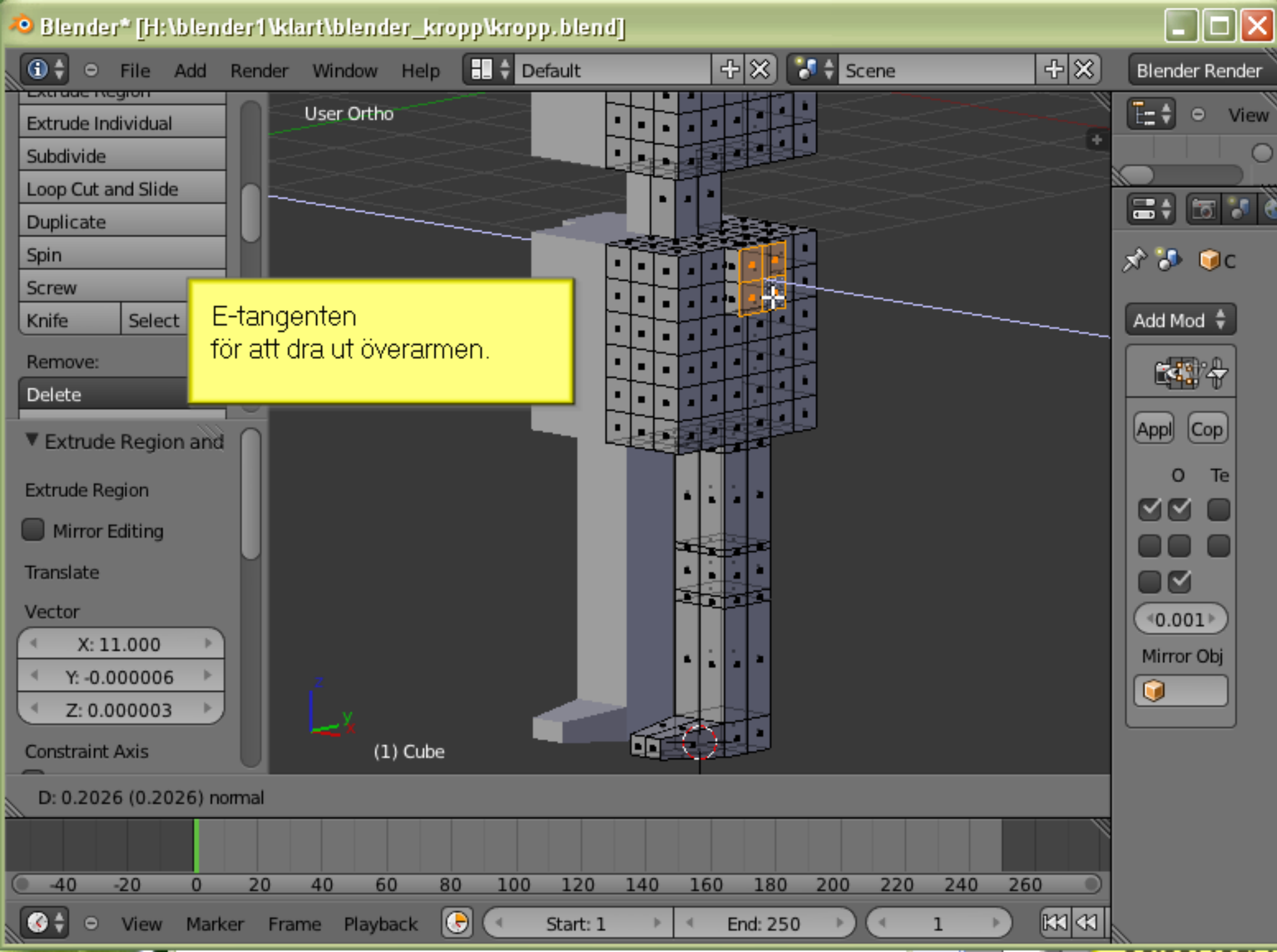


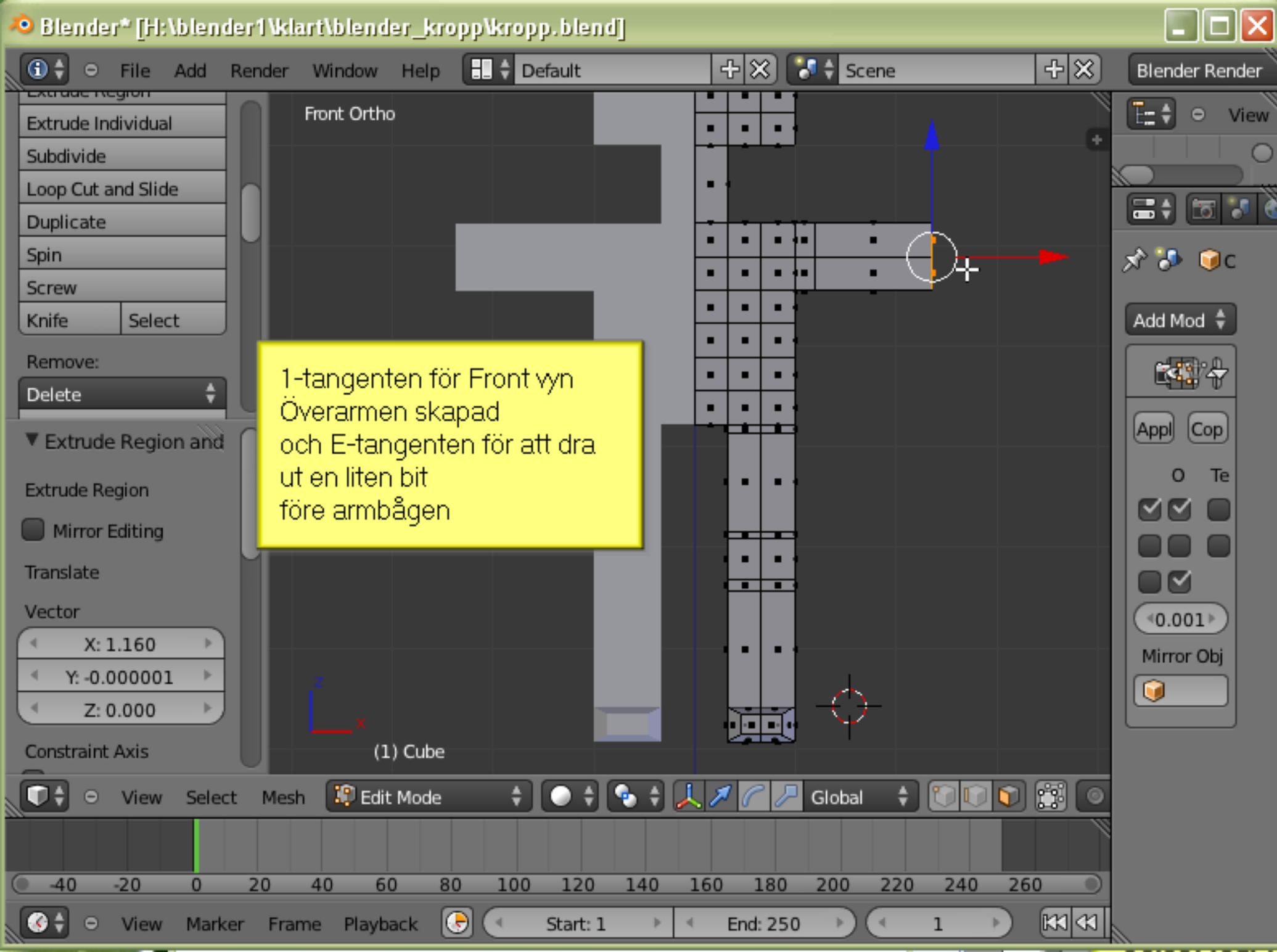
S-tangenten för att skala ner foten.

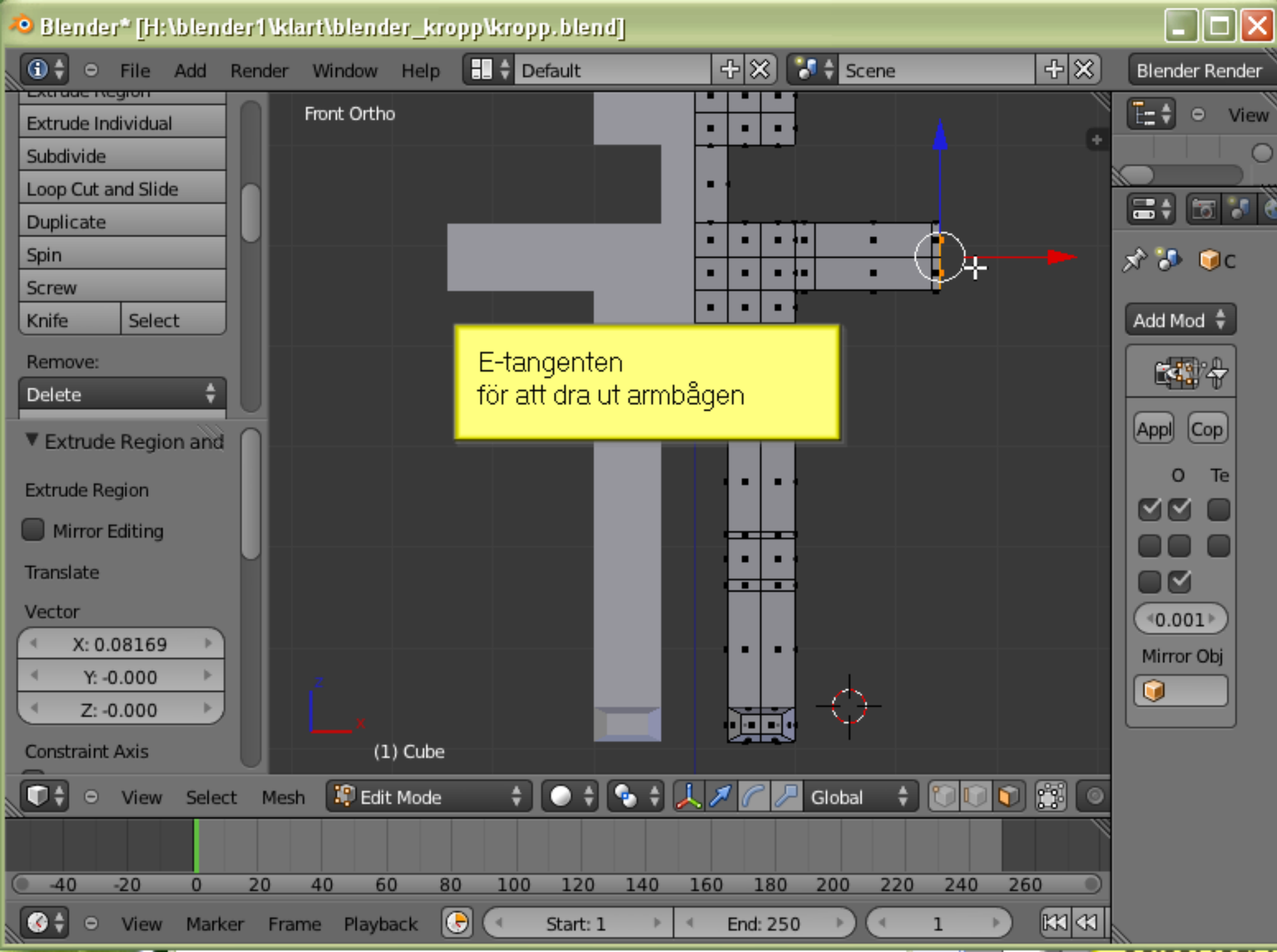


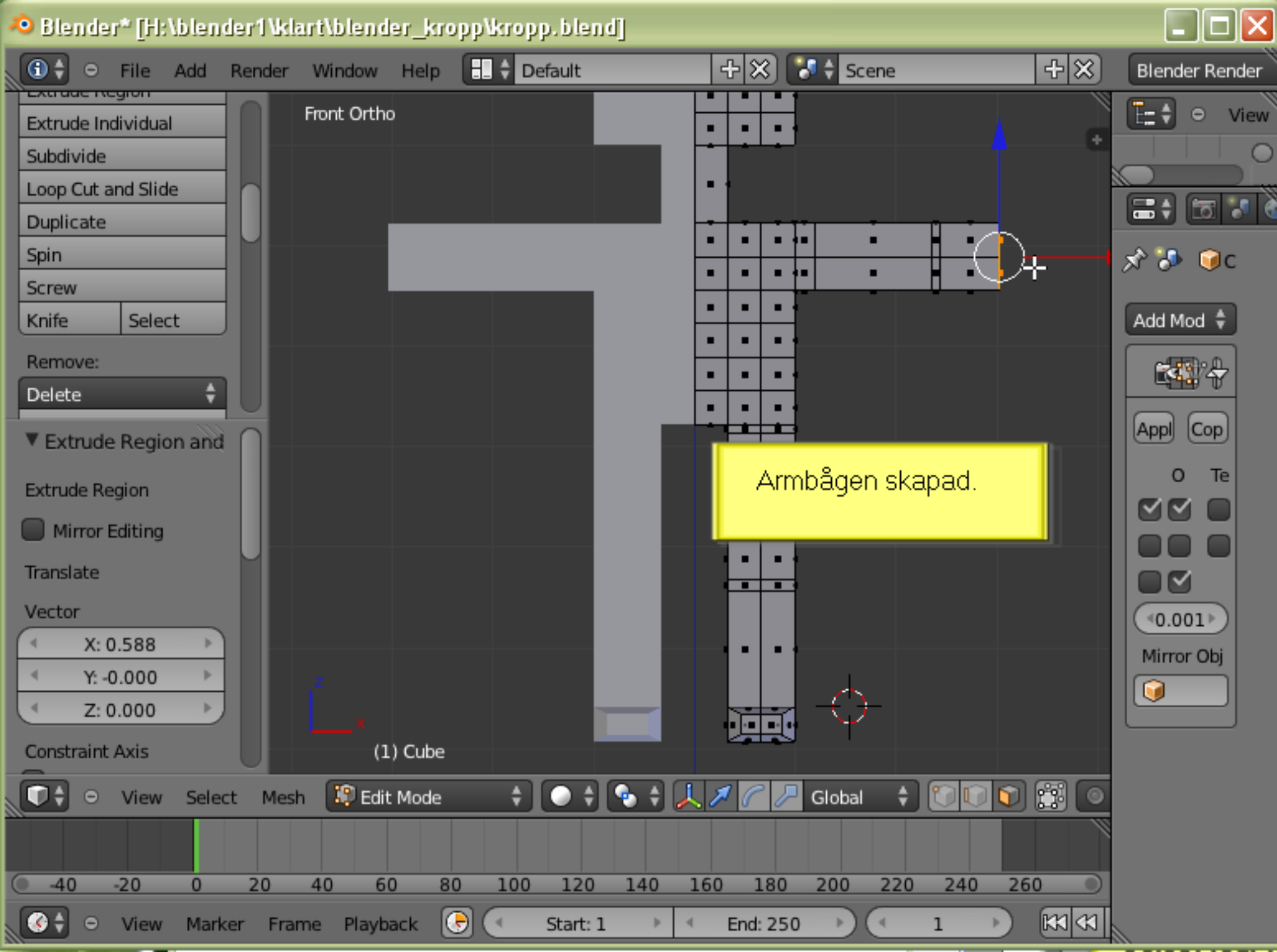


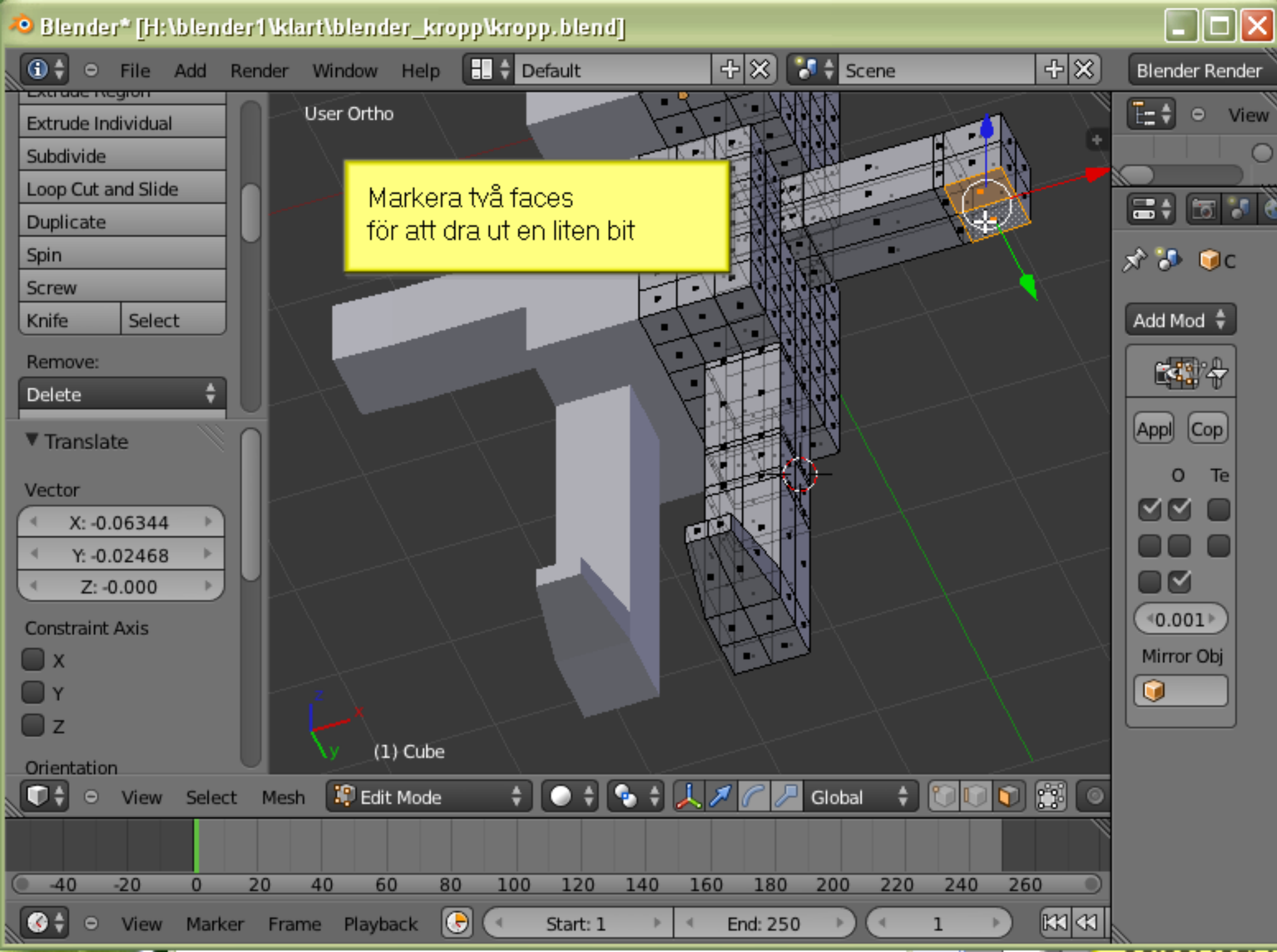




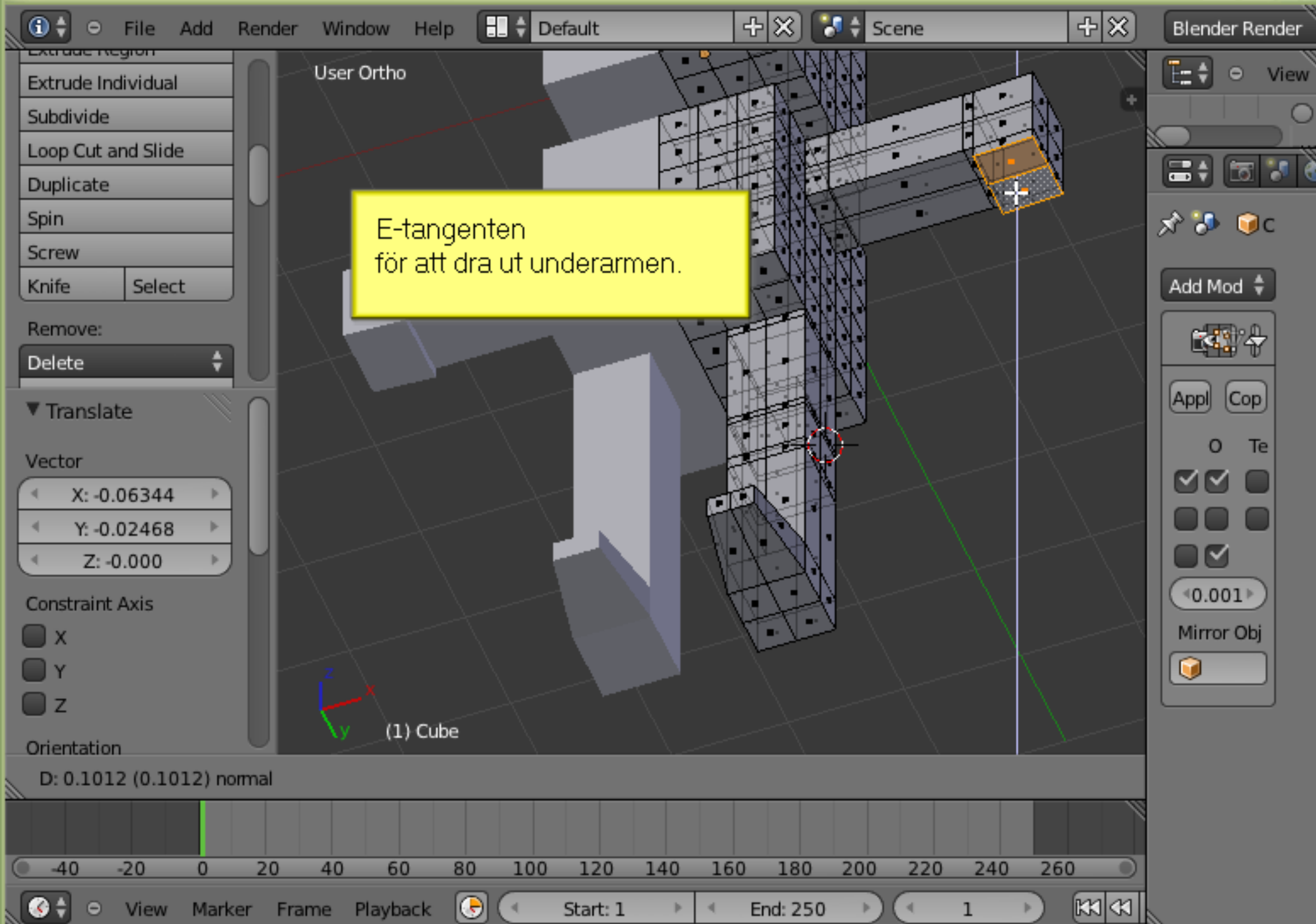


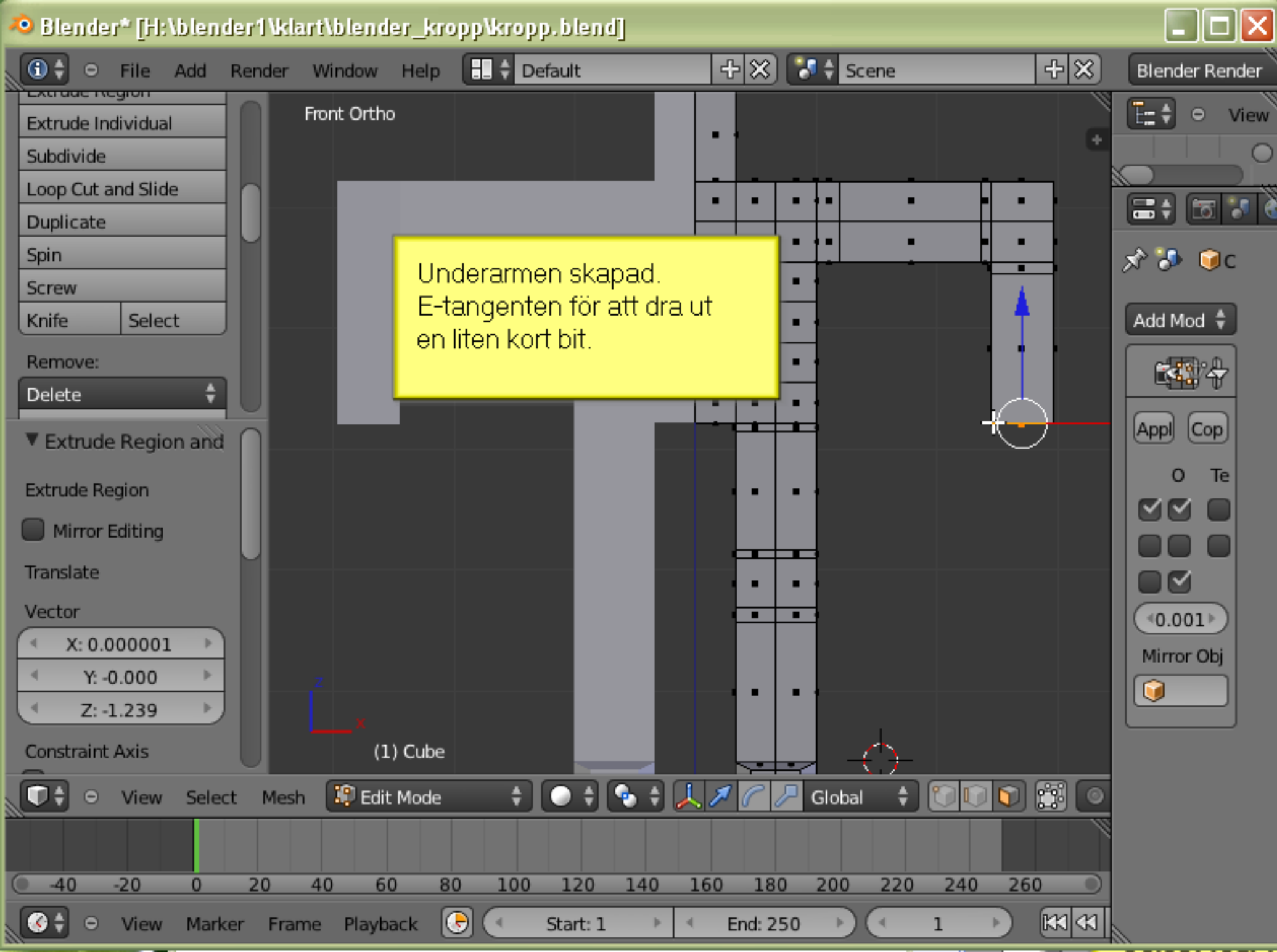


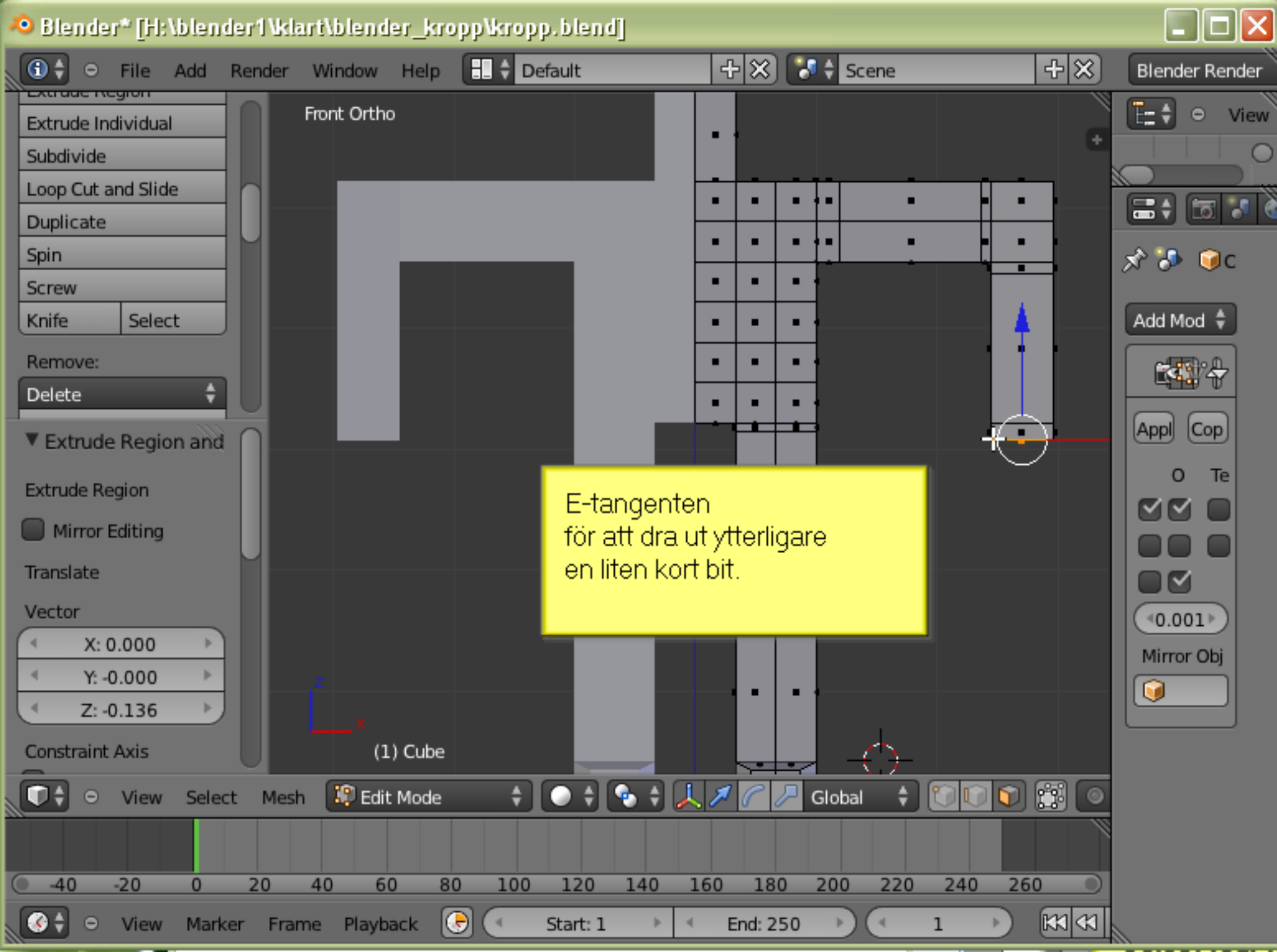


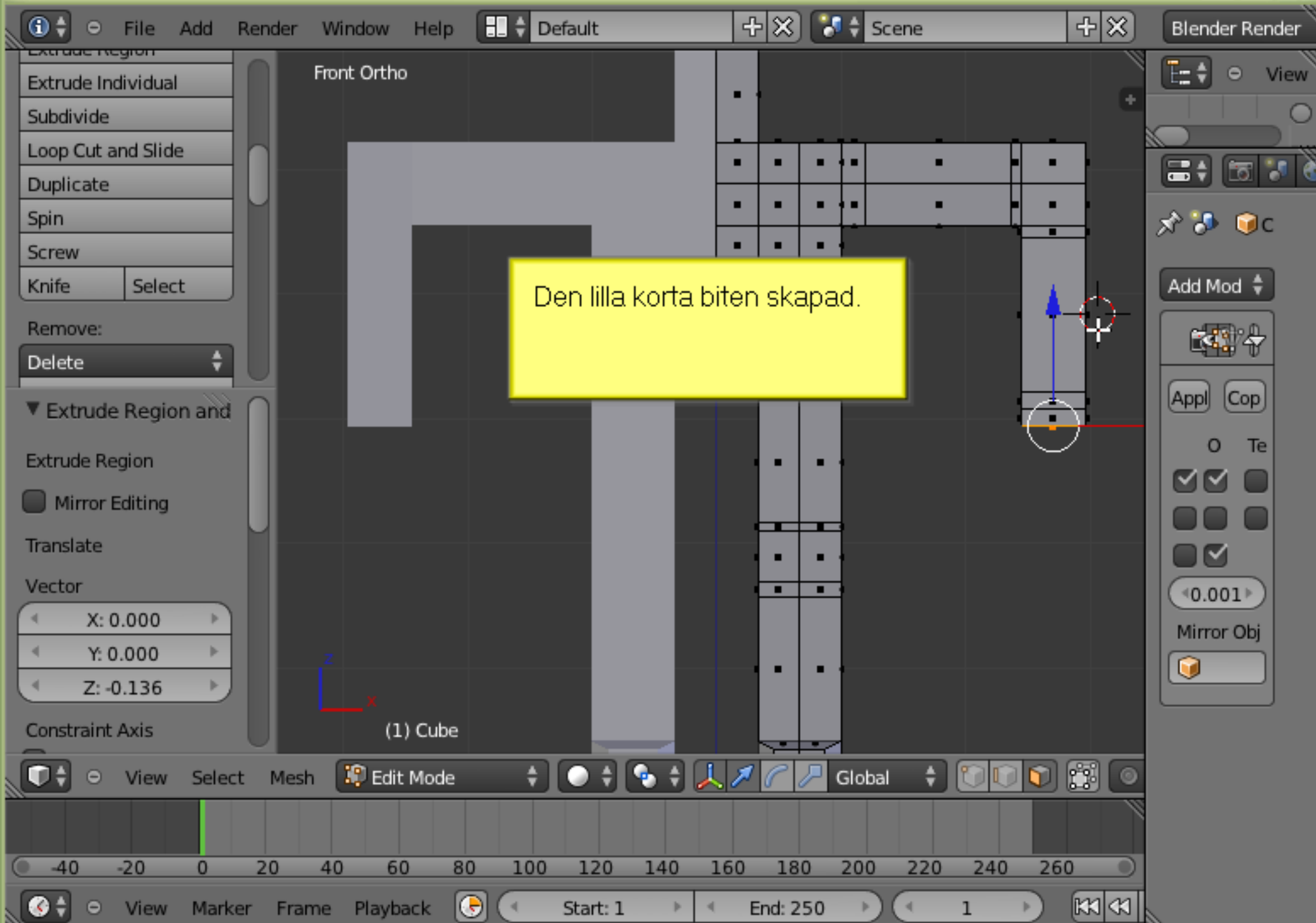


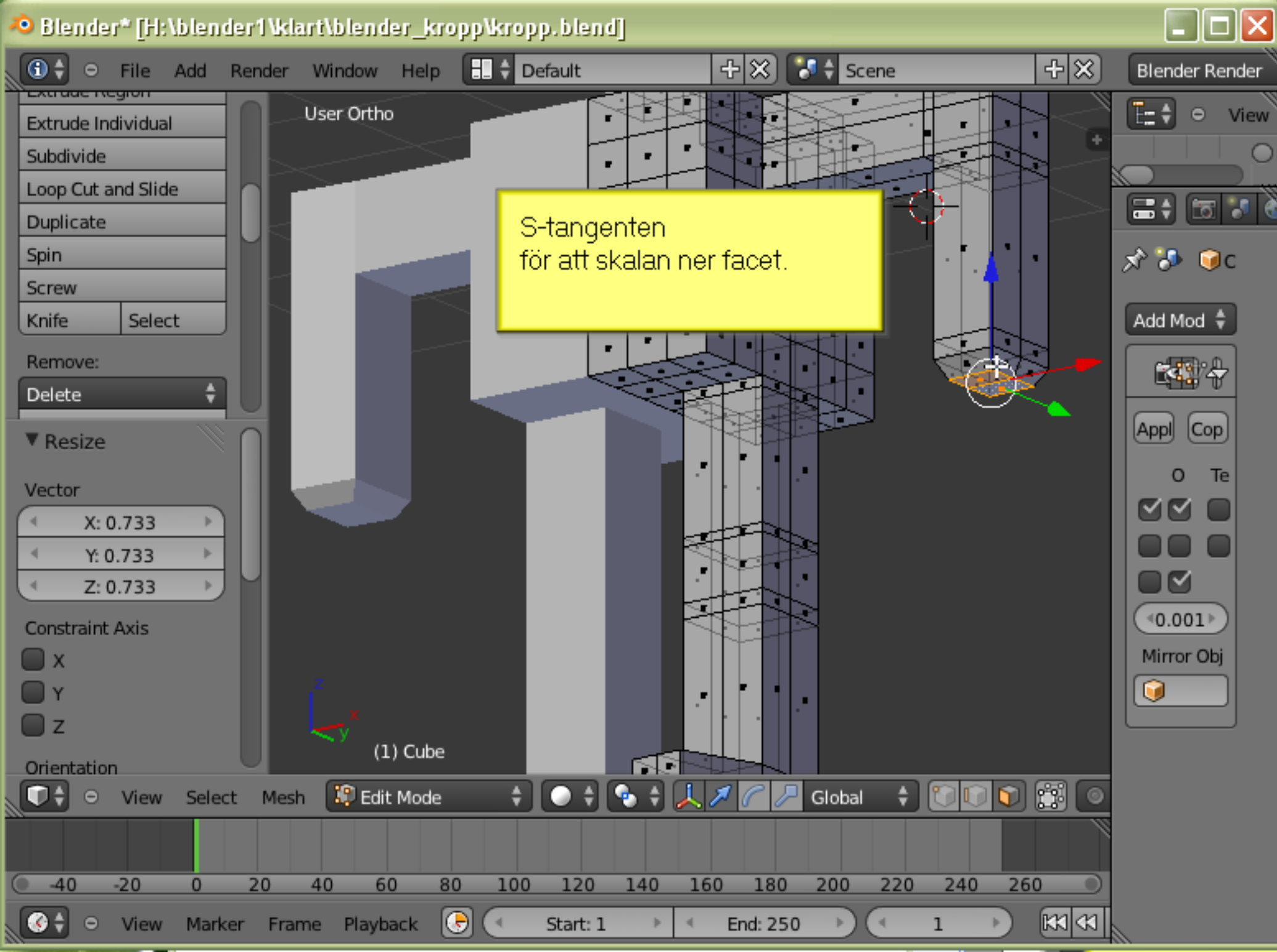


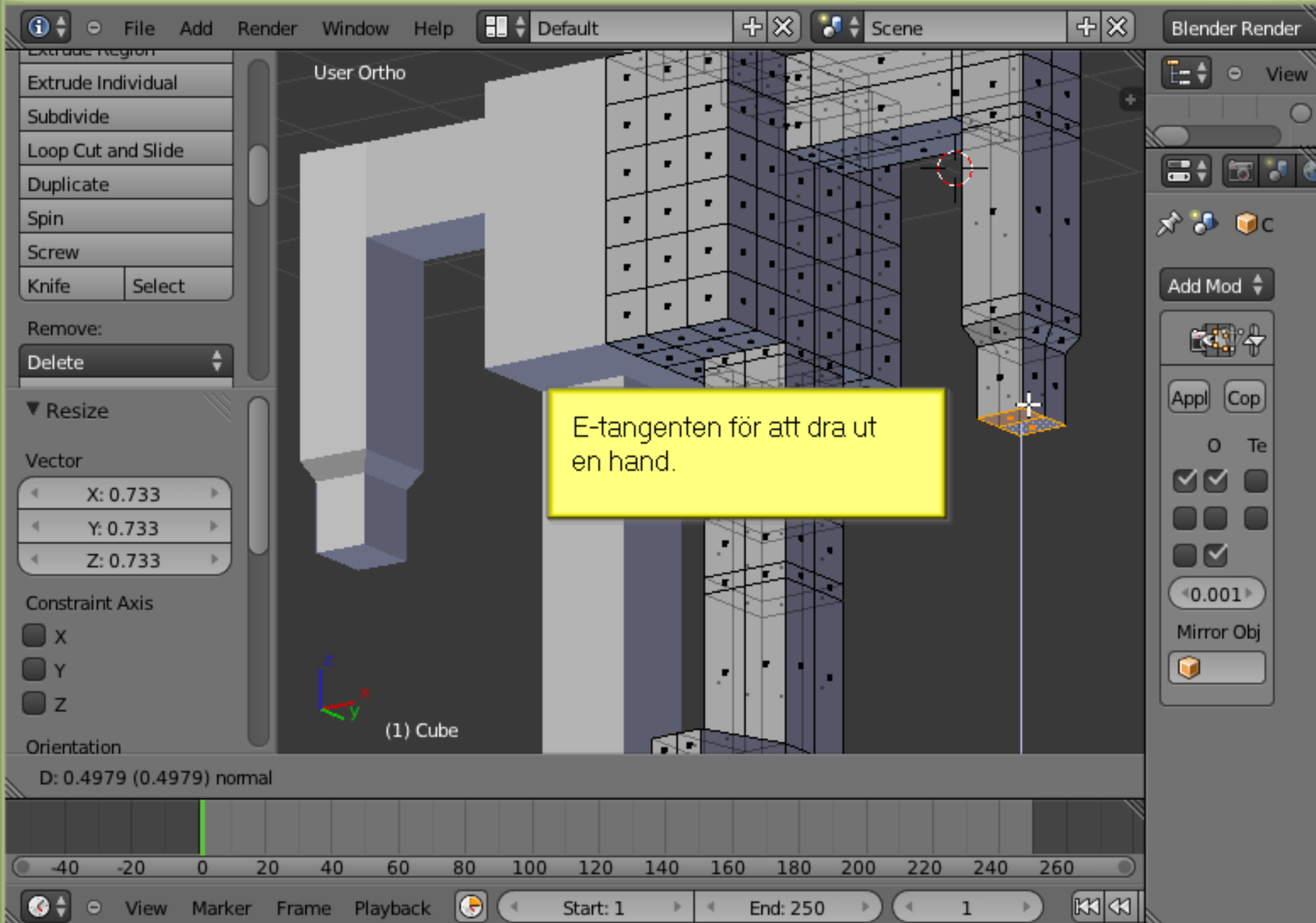




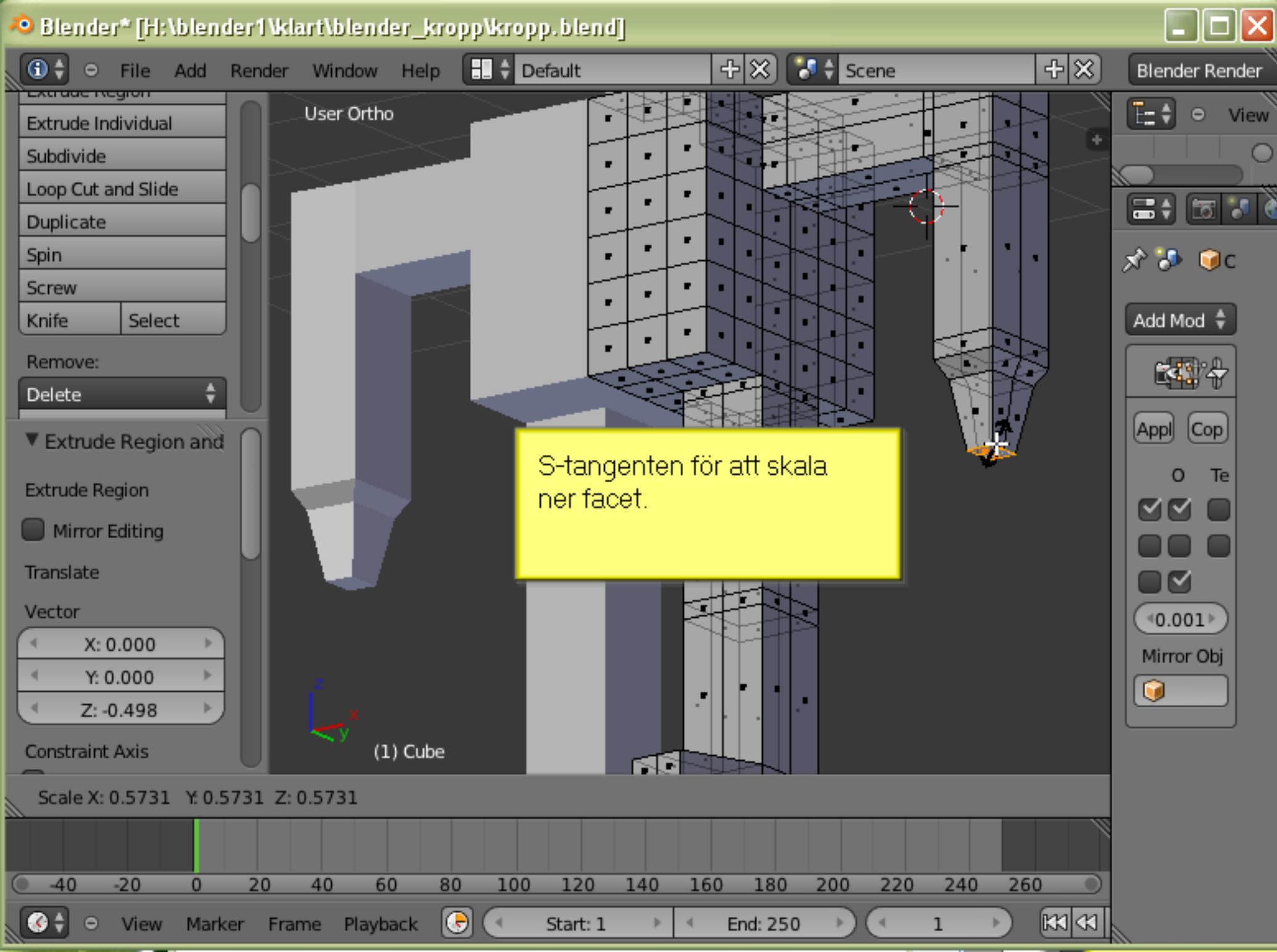


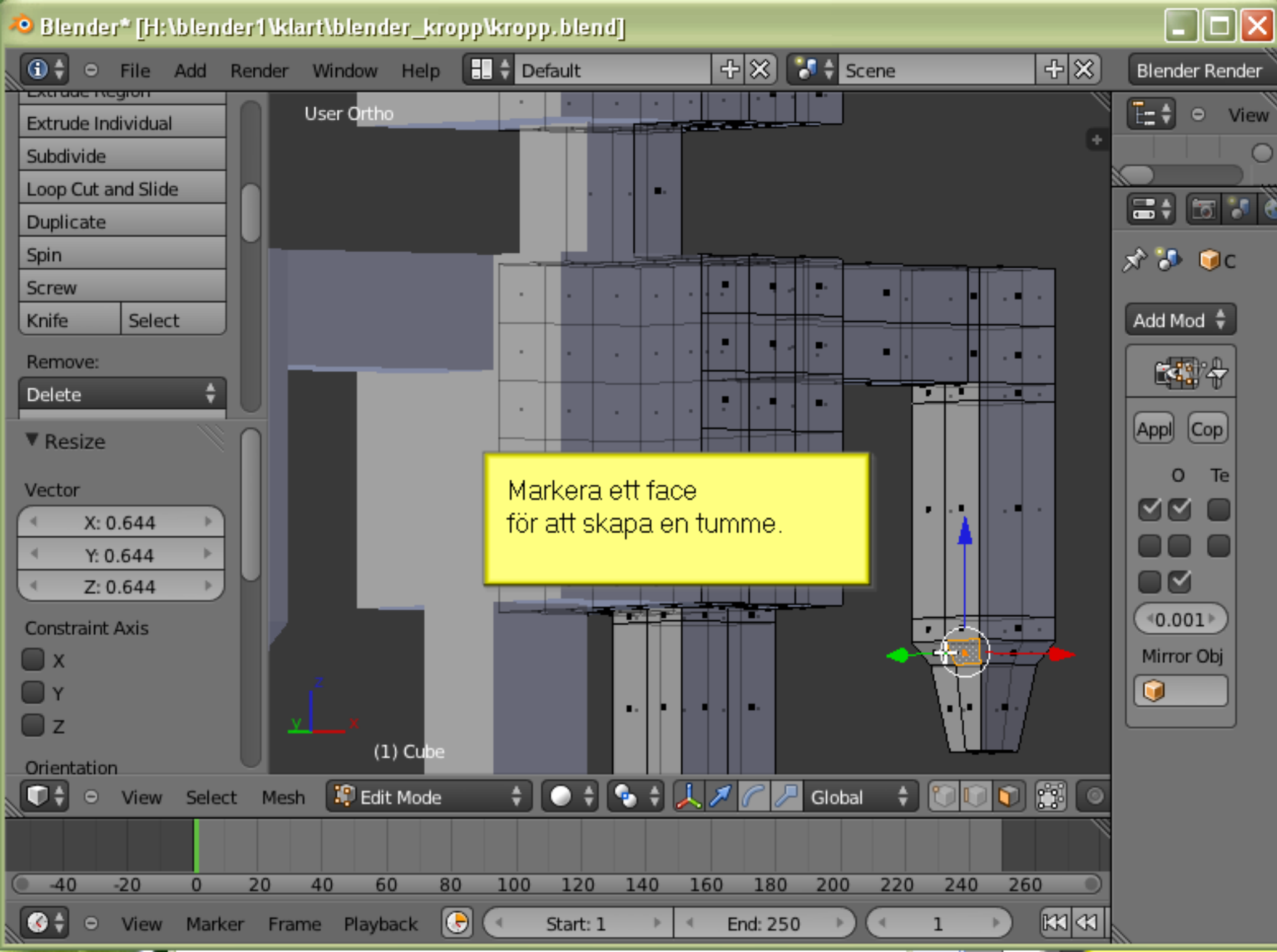


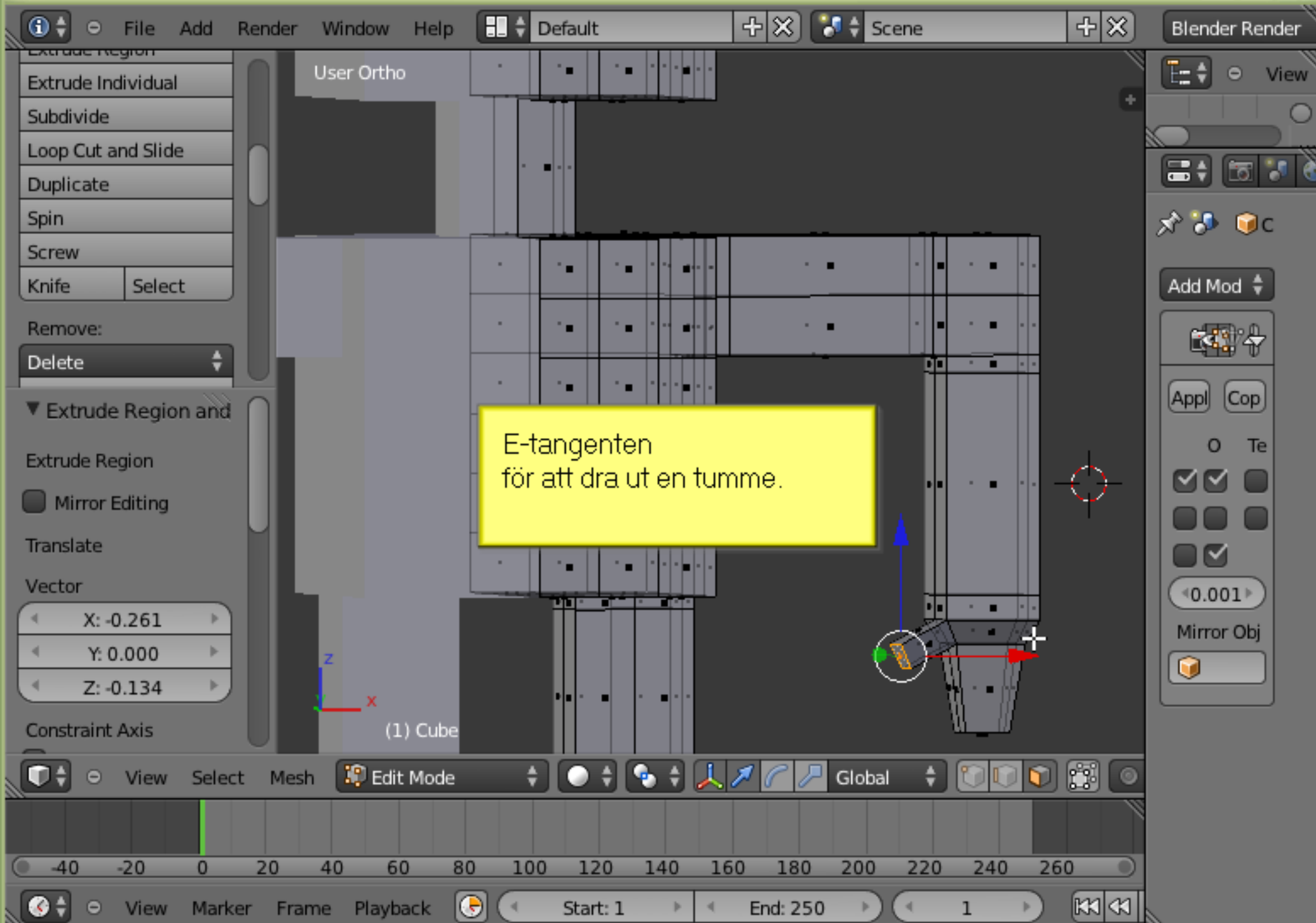


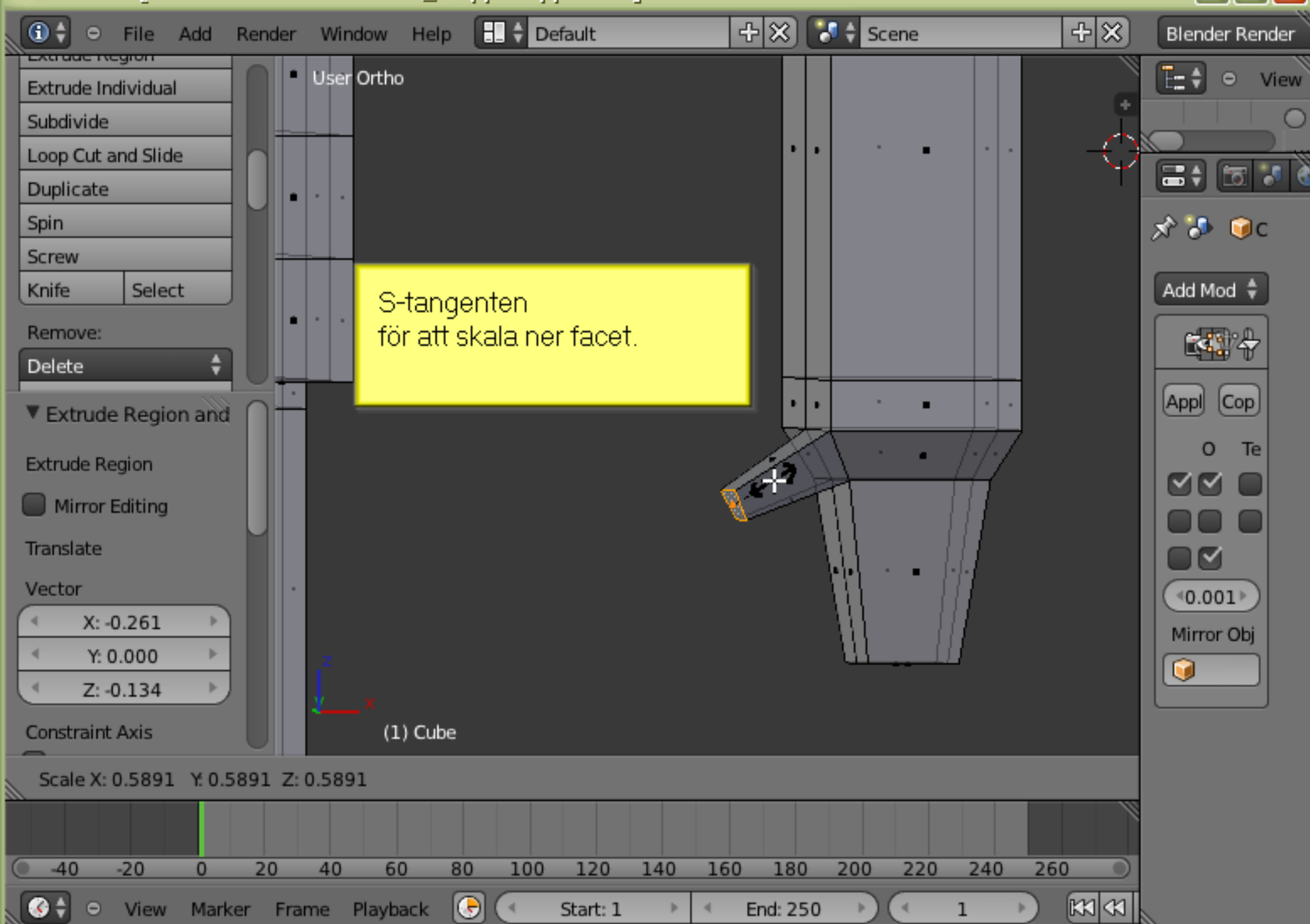


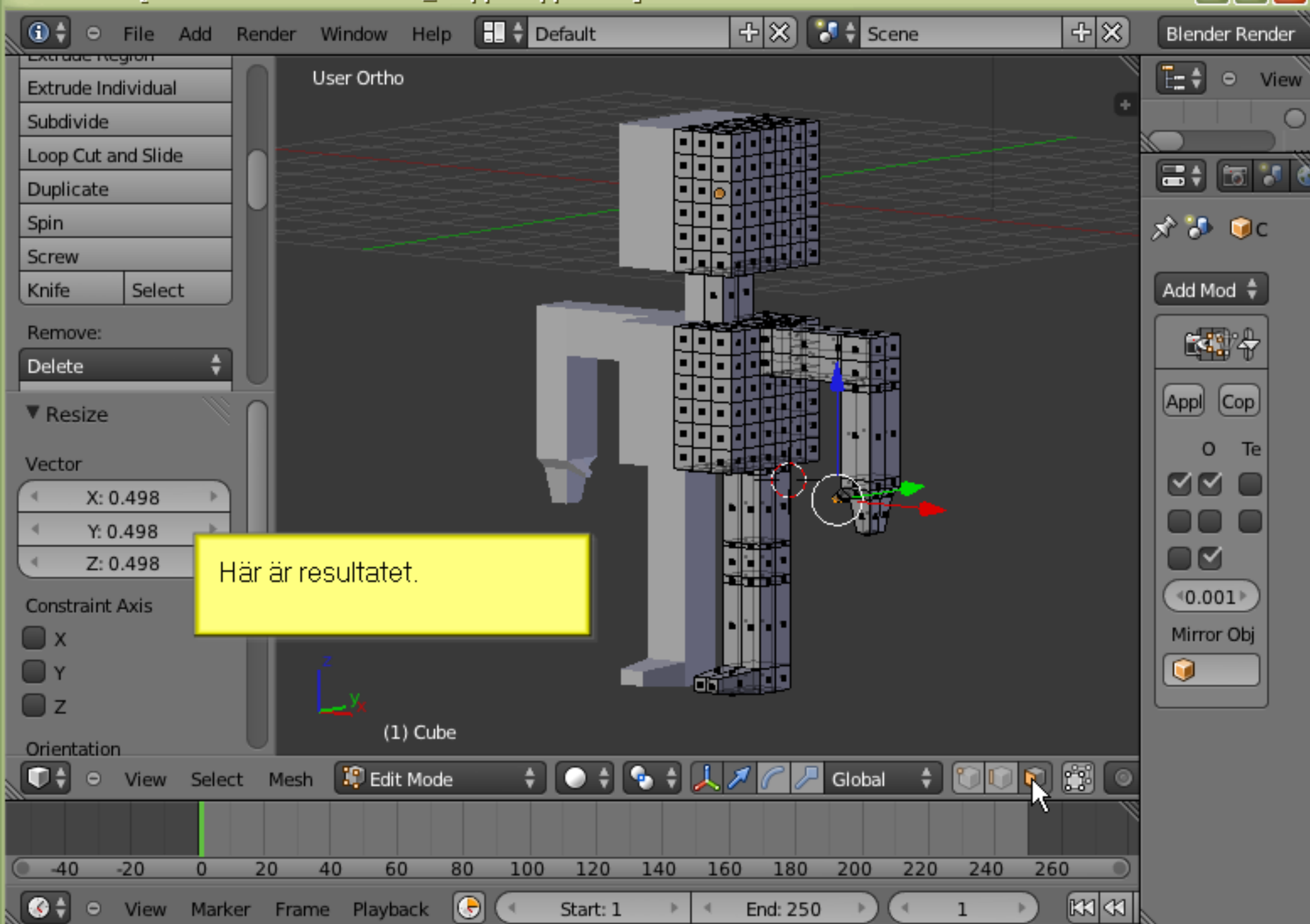


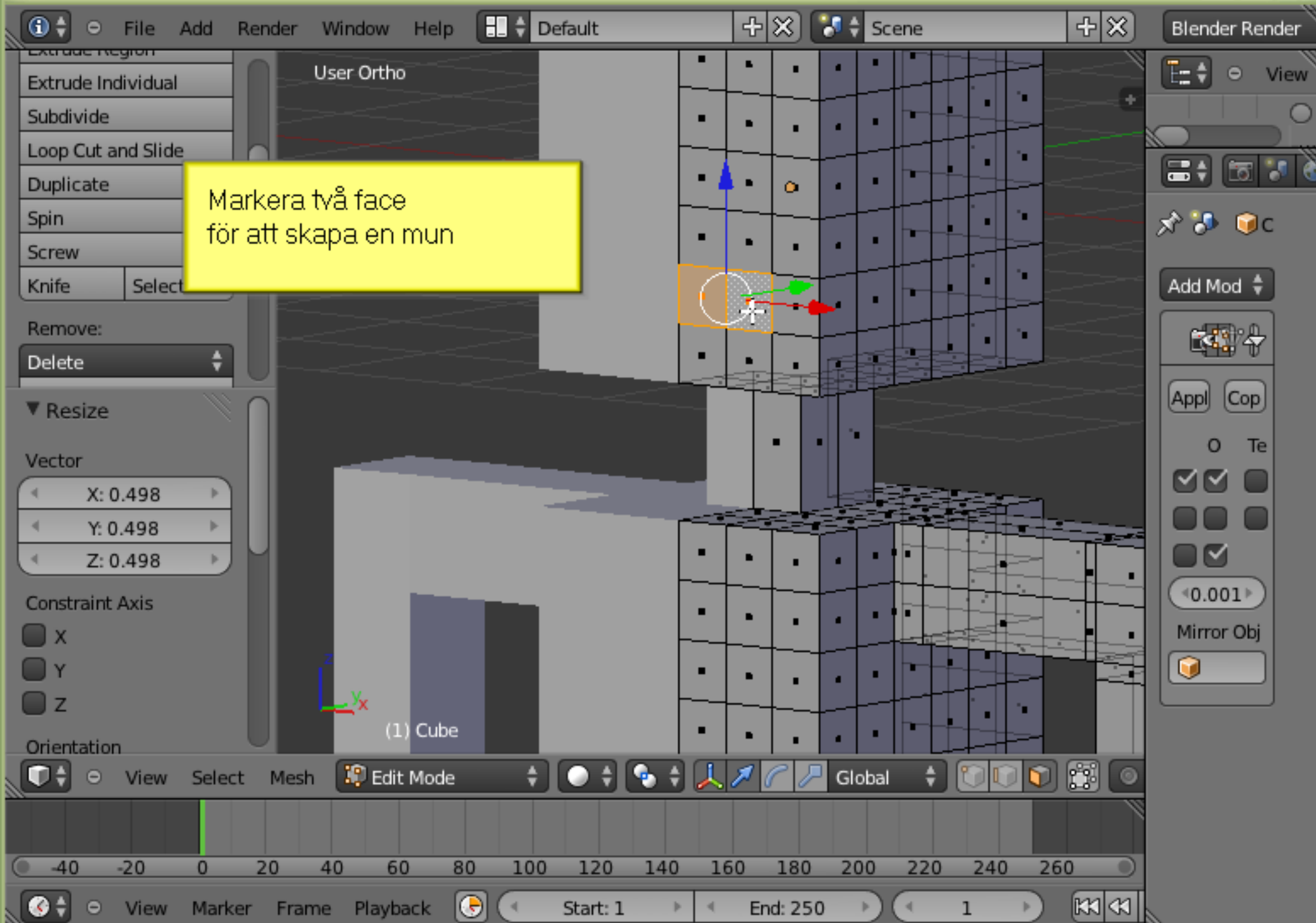




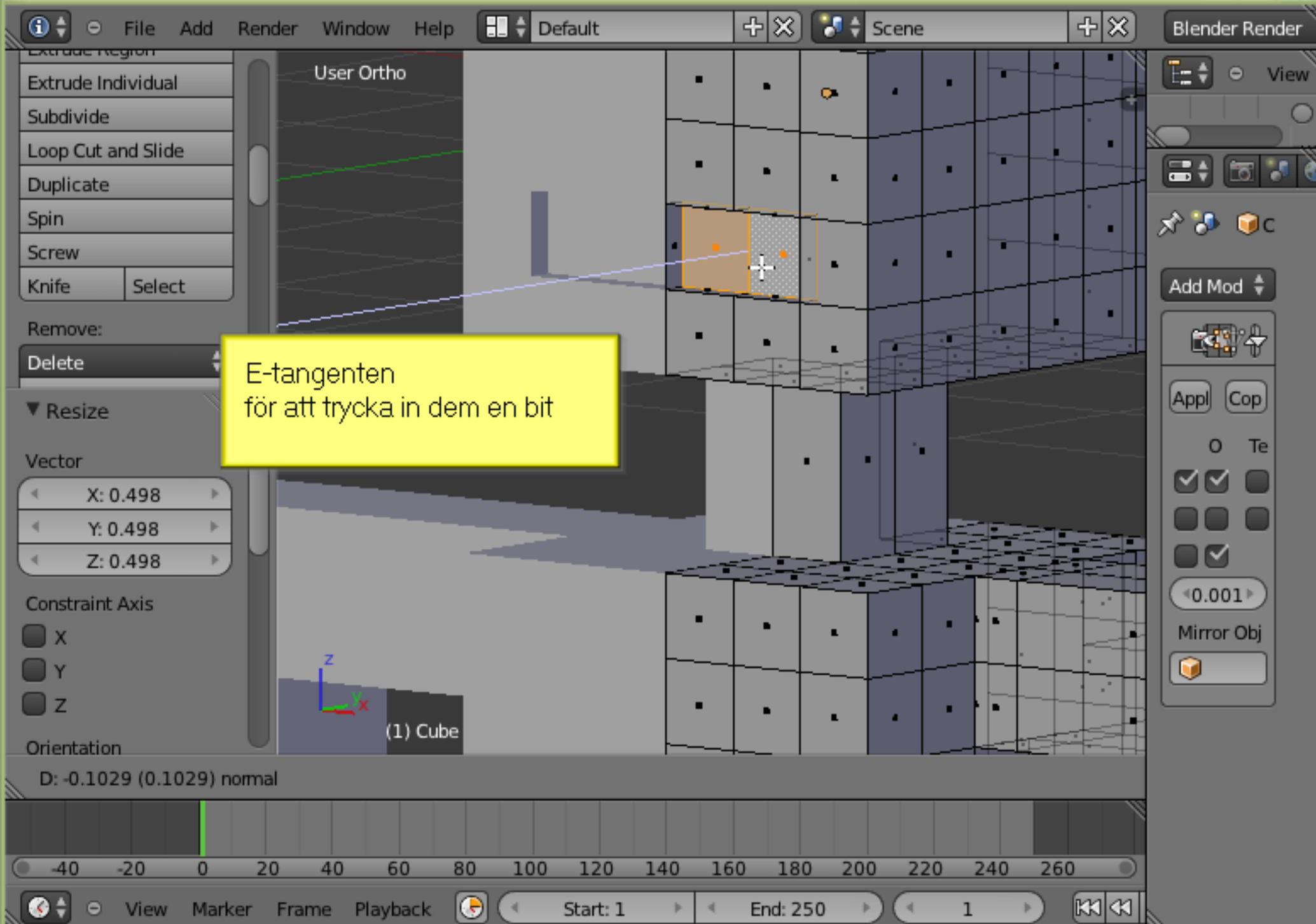


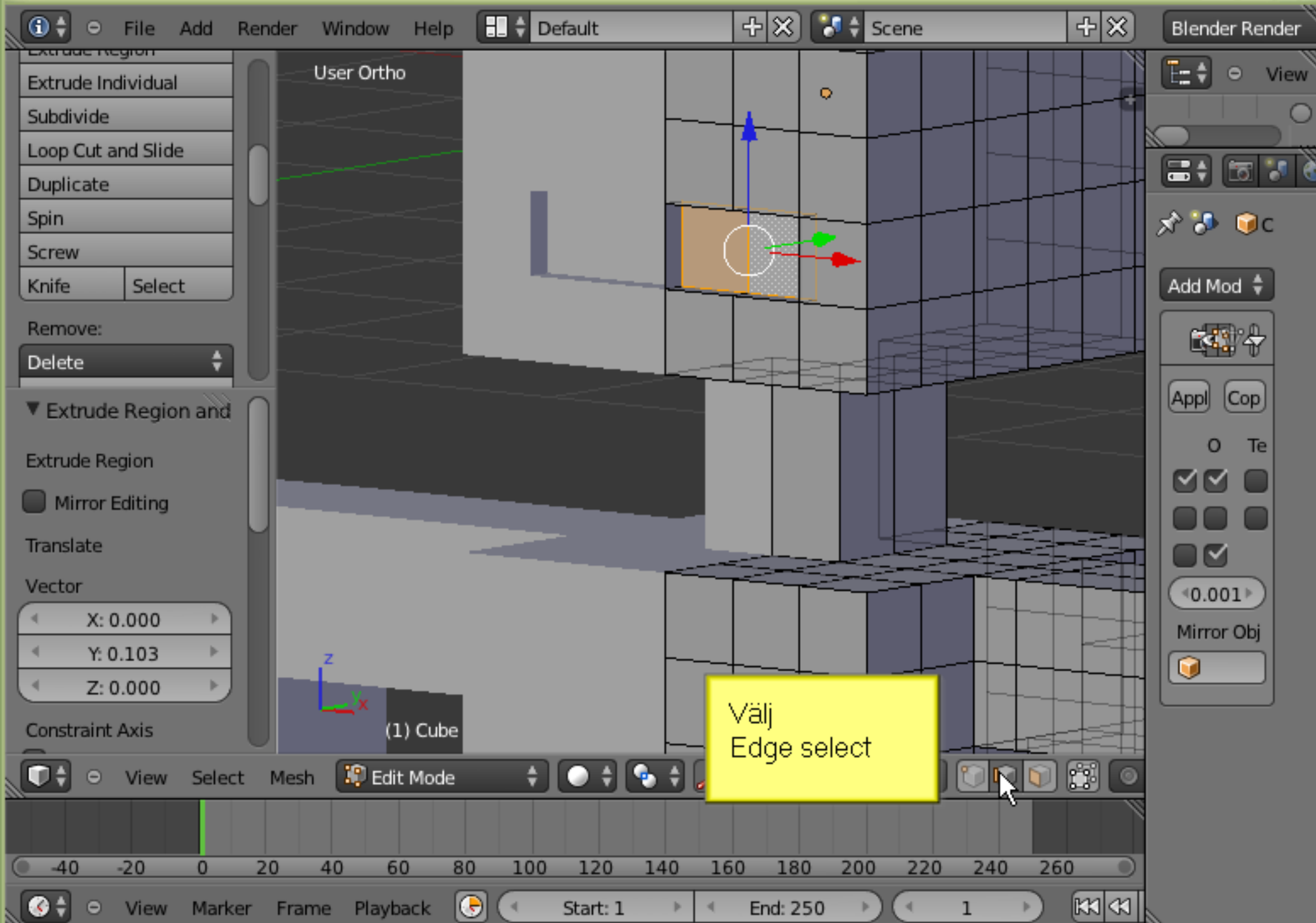


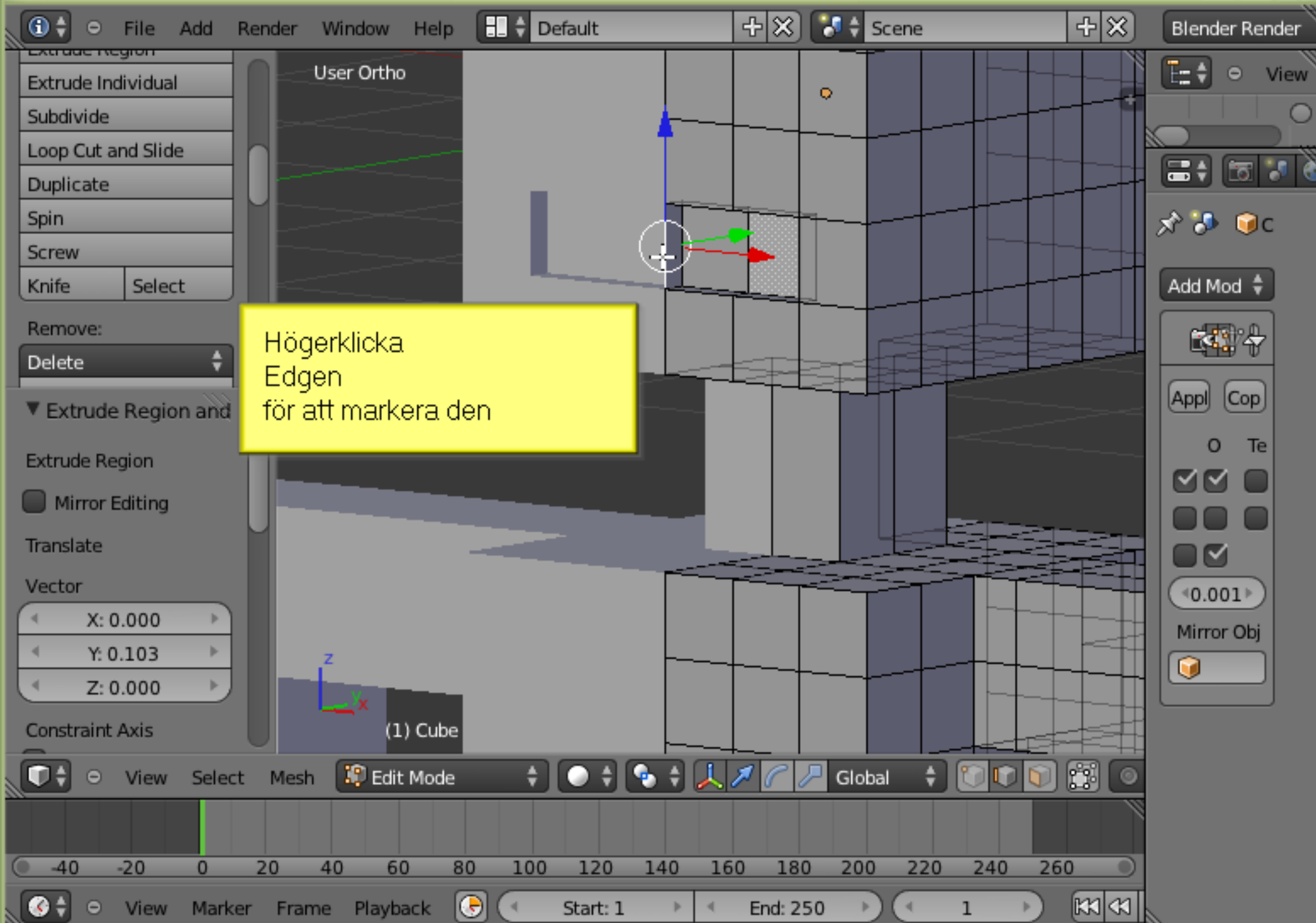


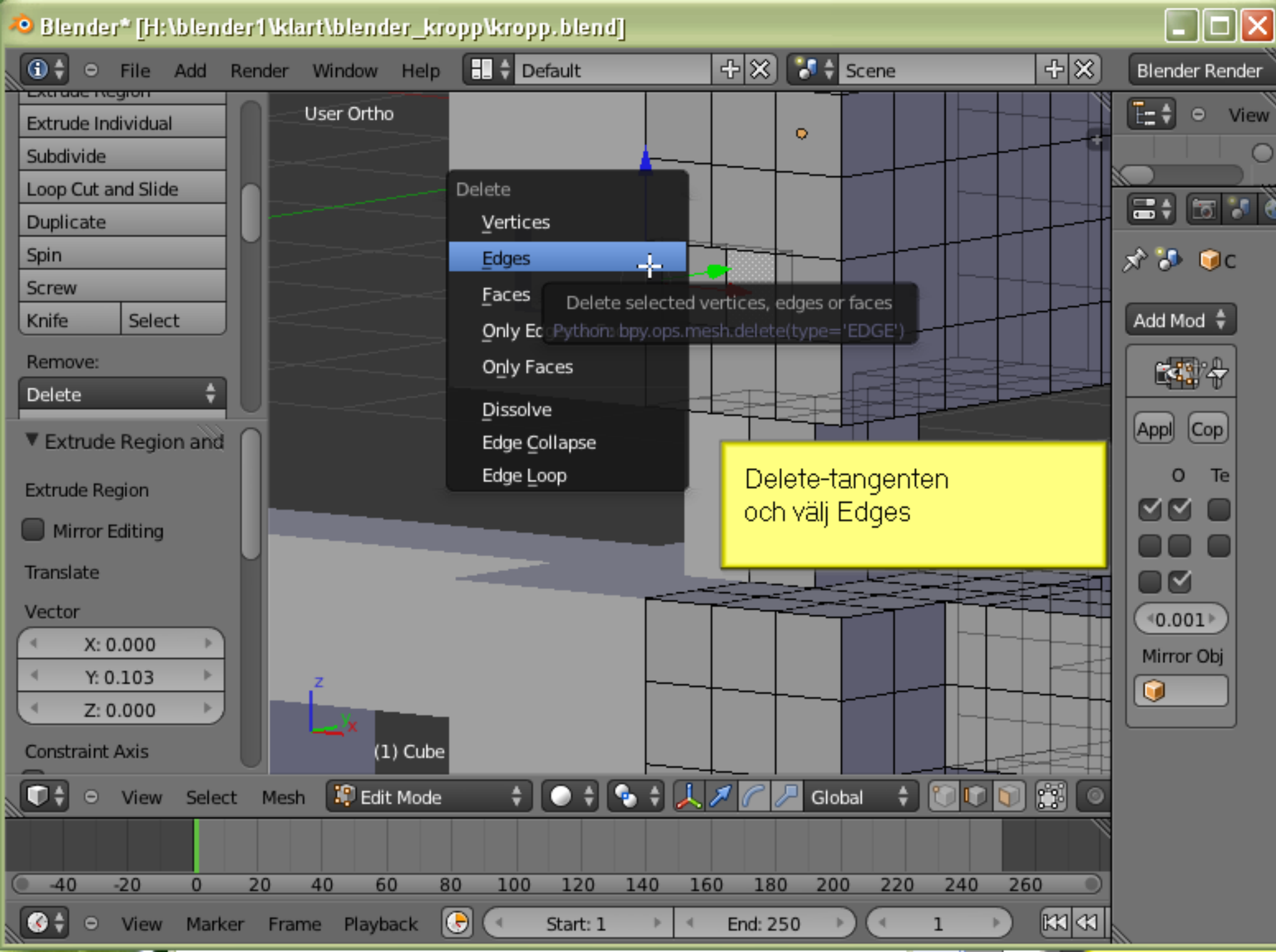


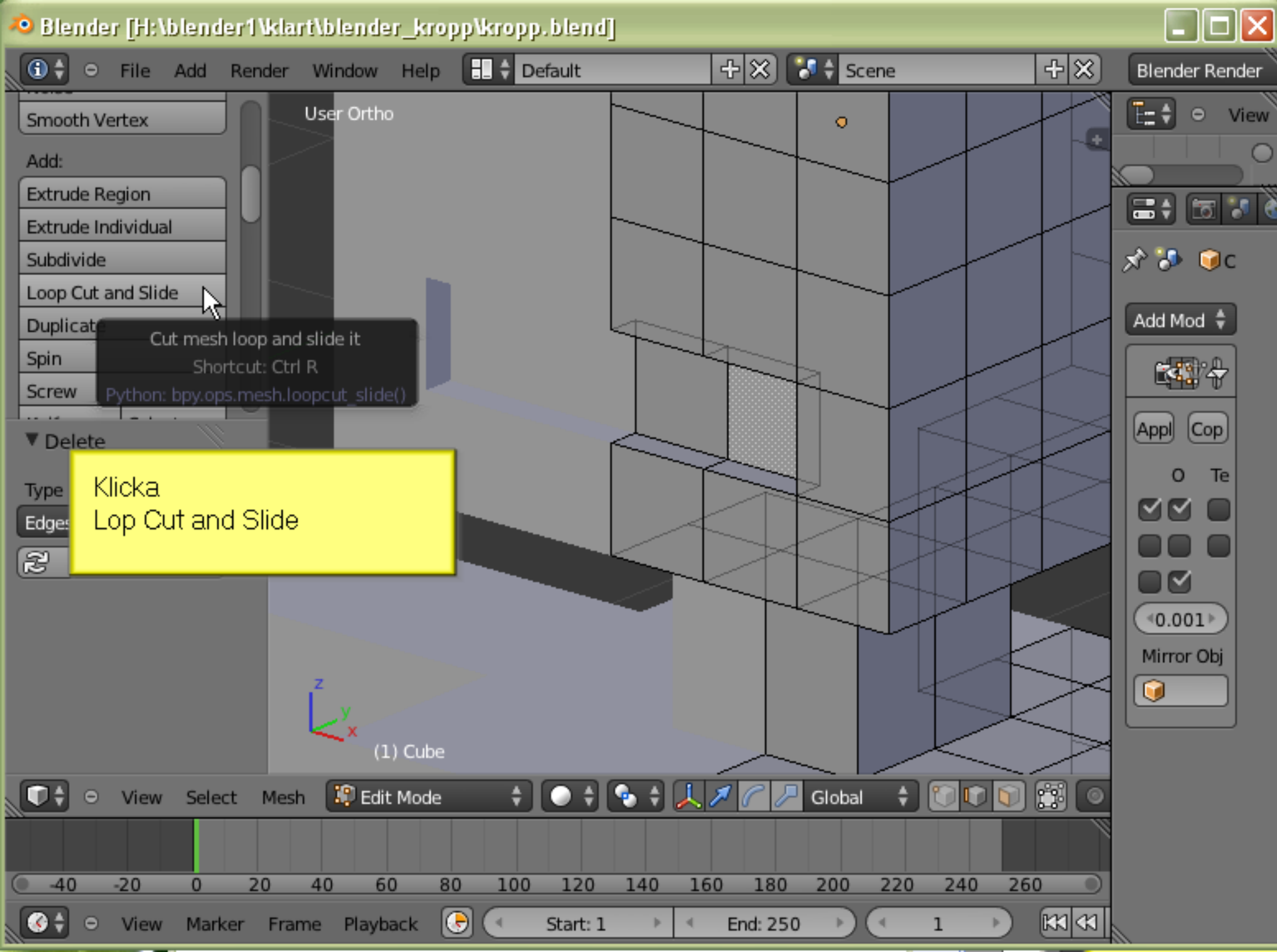


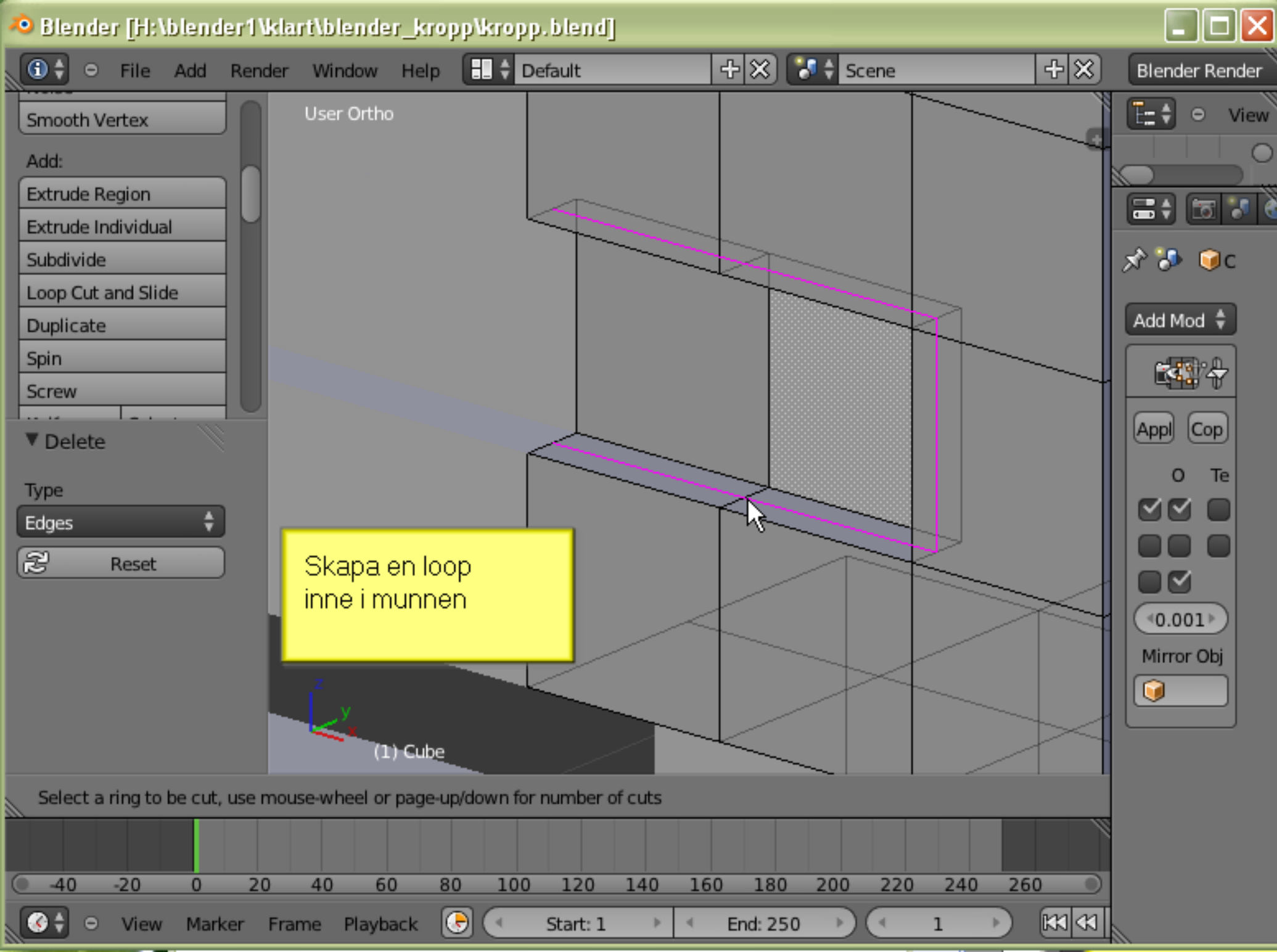




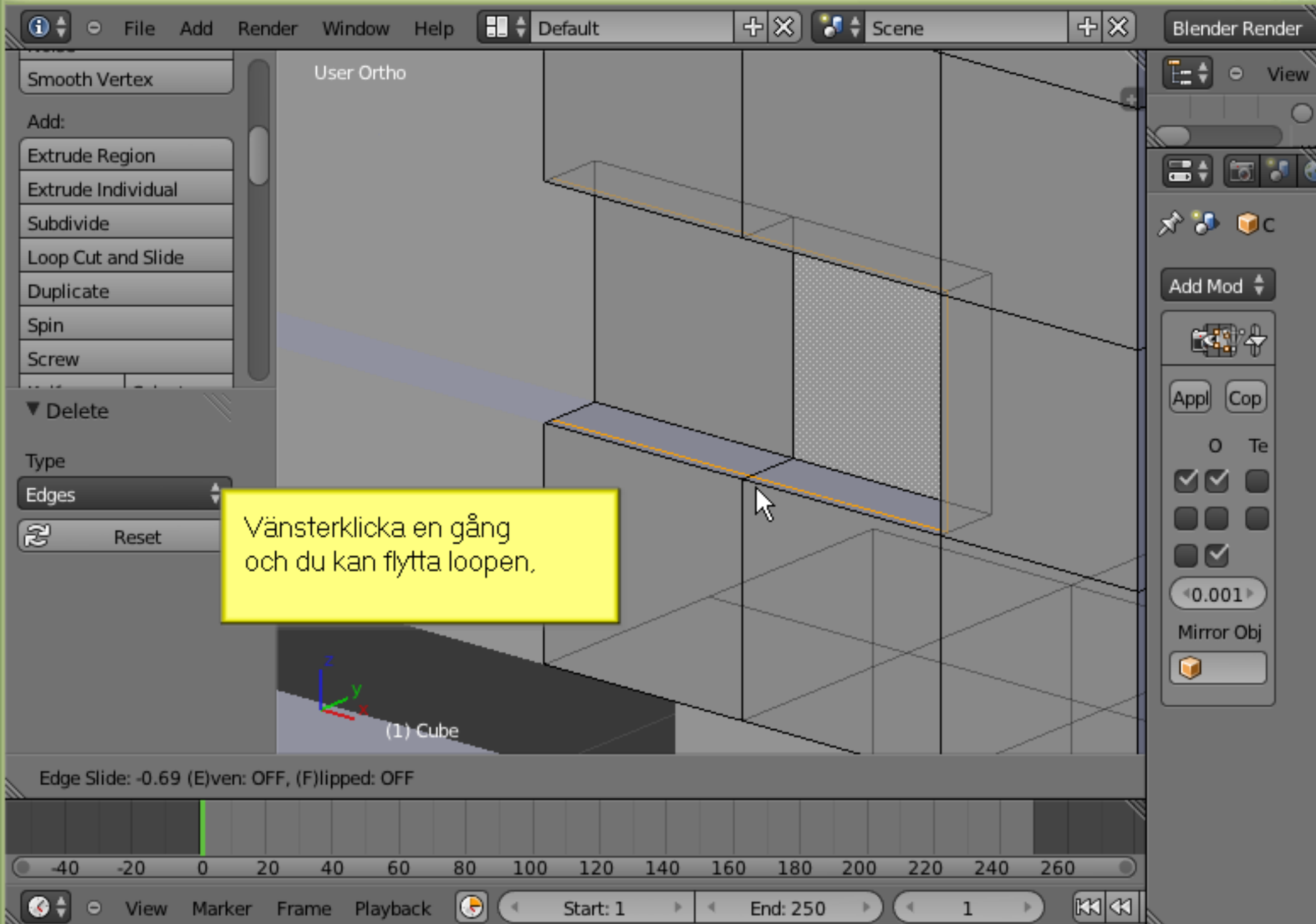


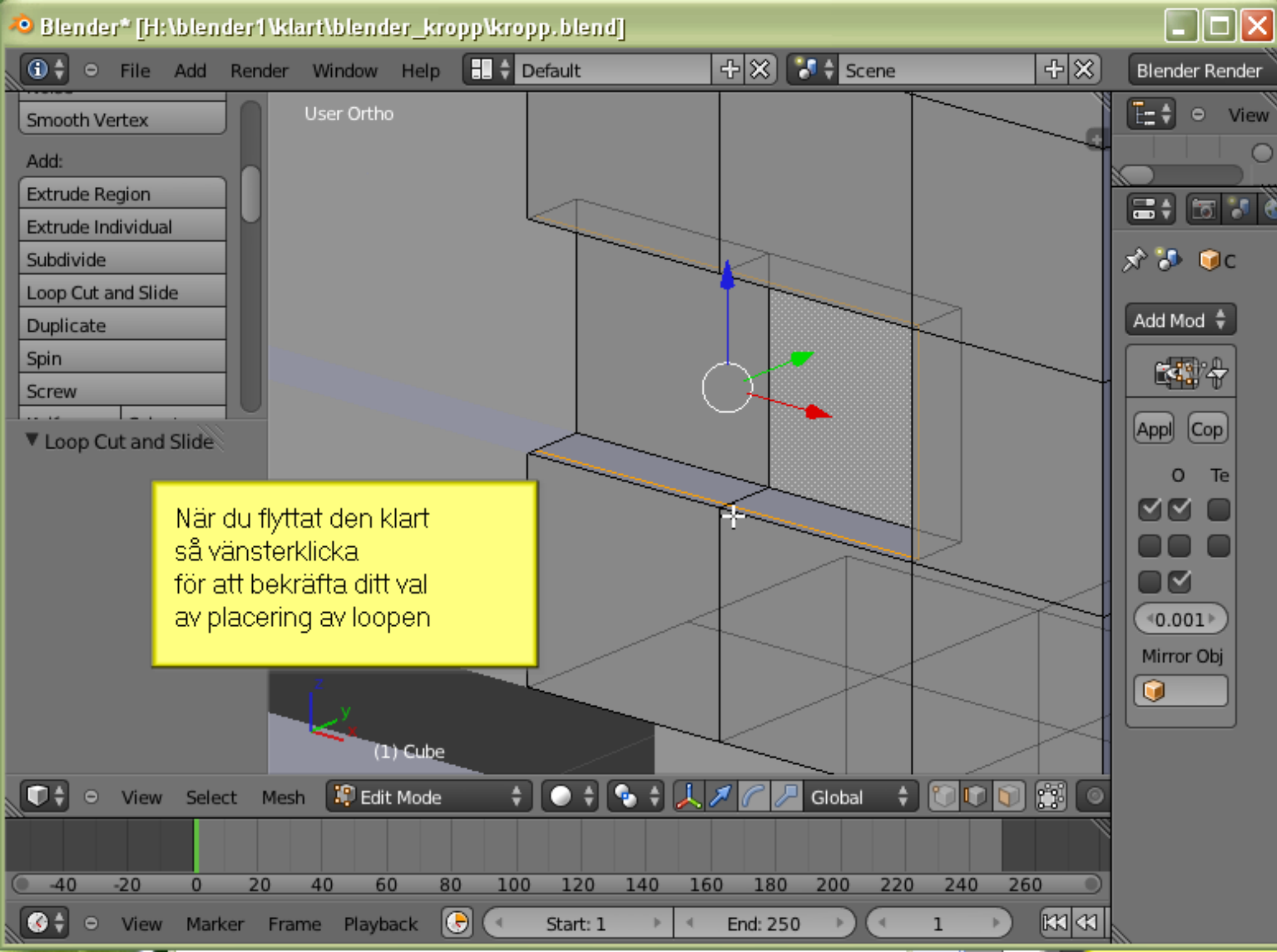


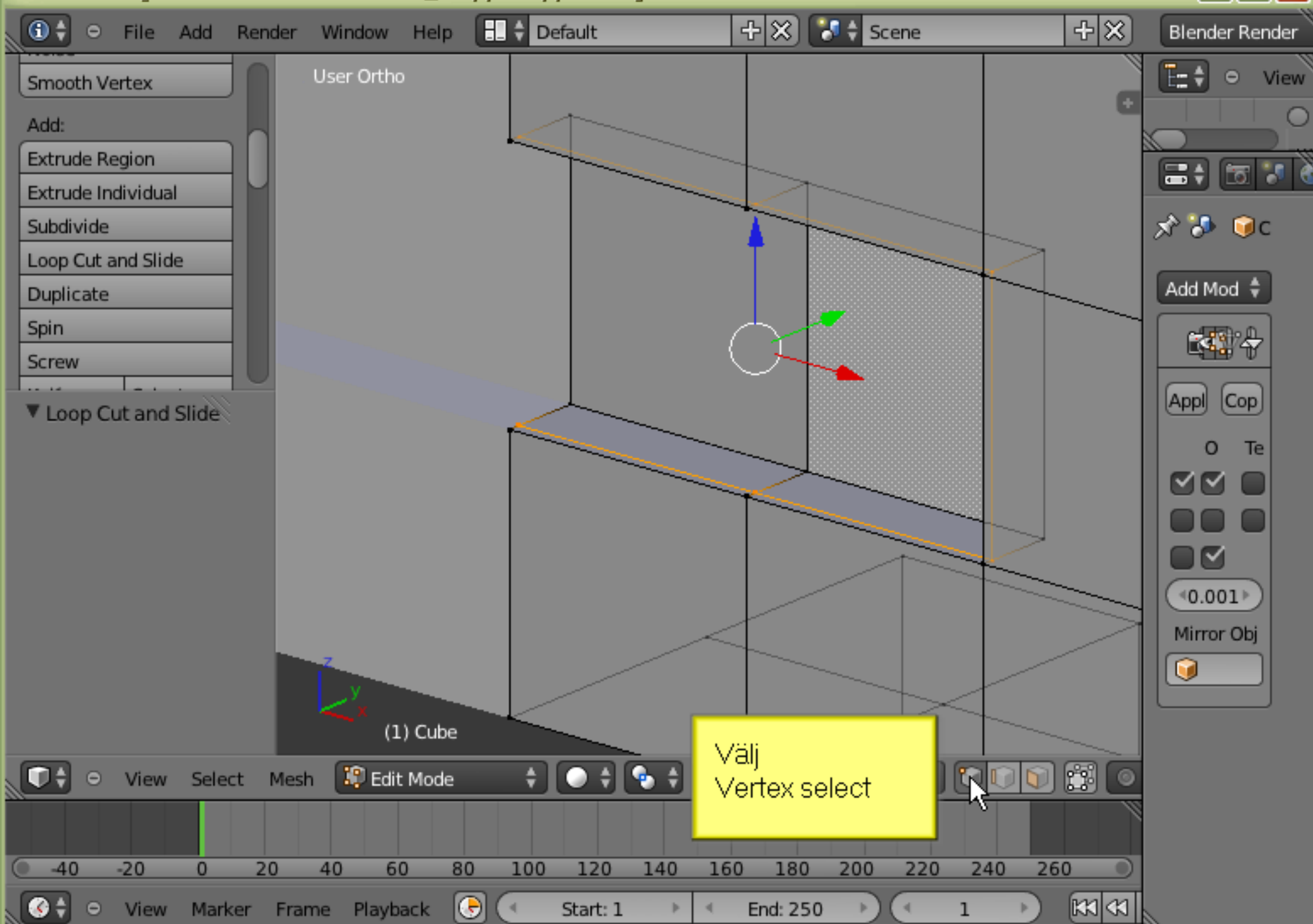


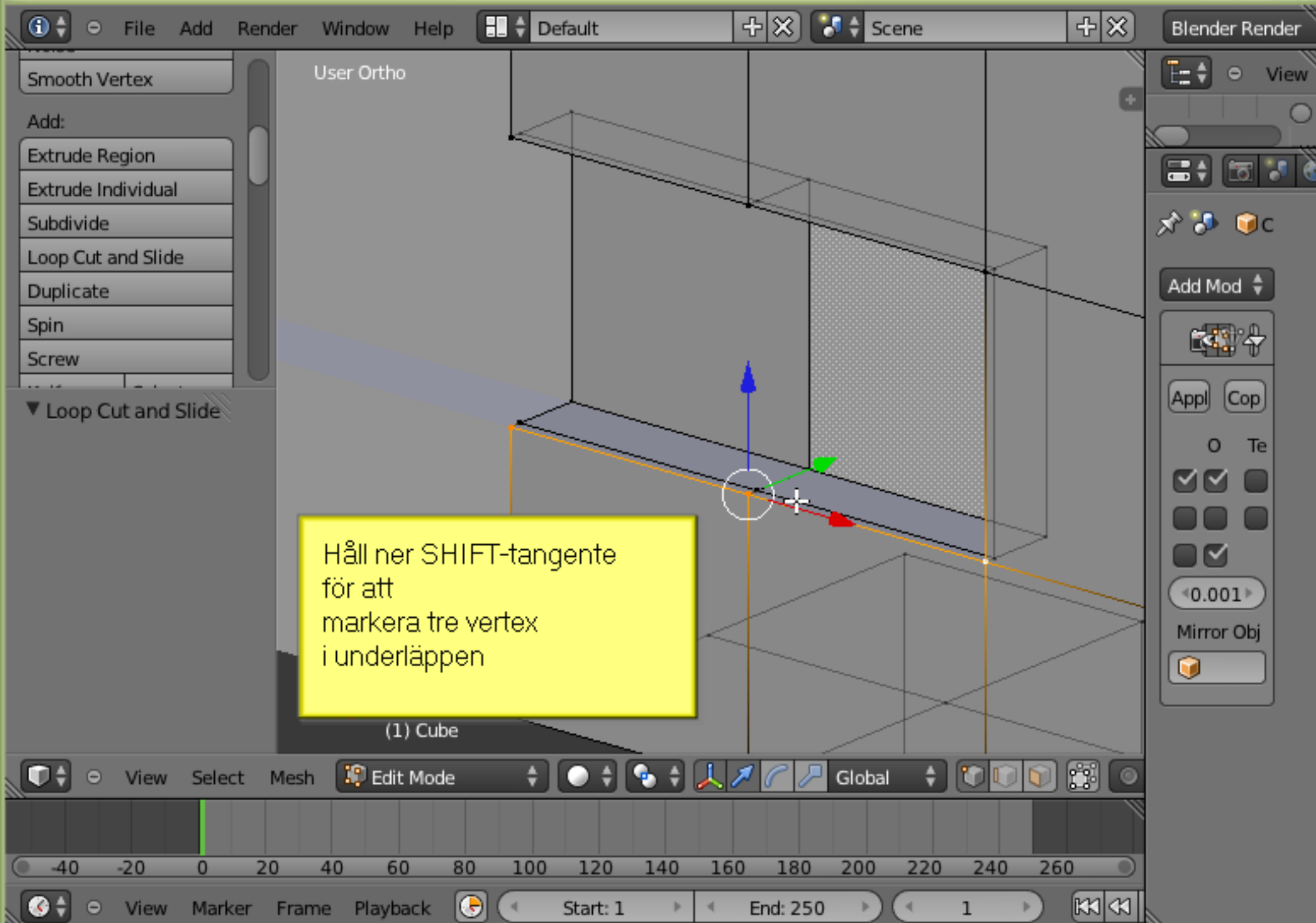


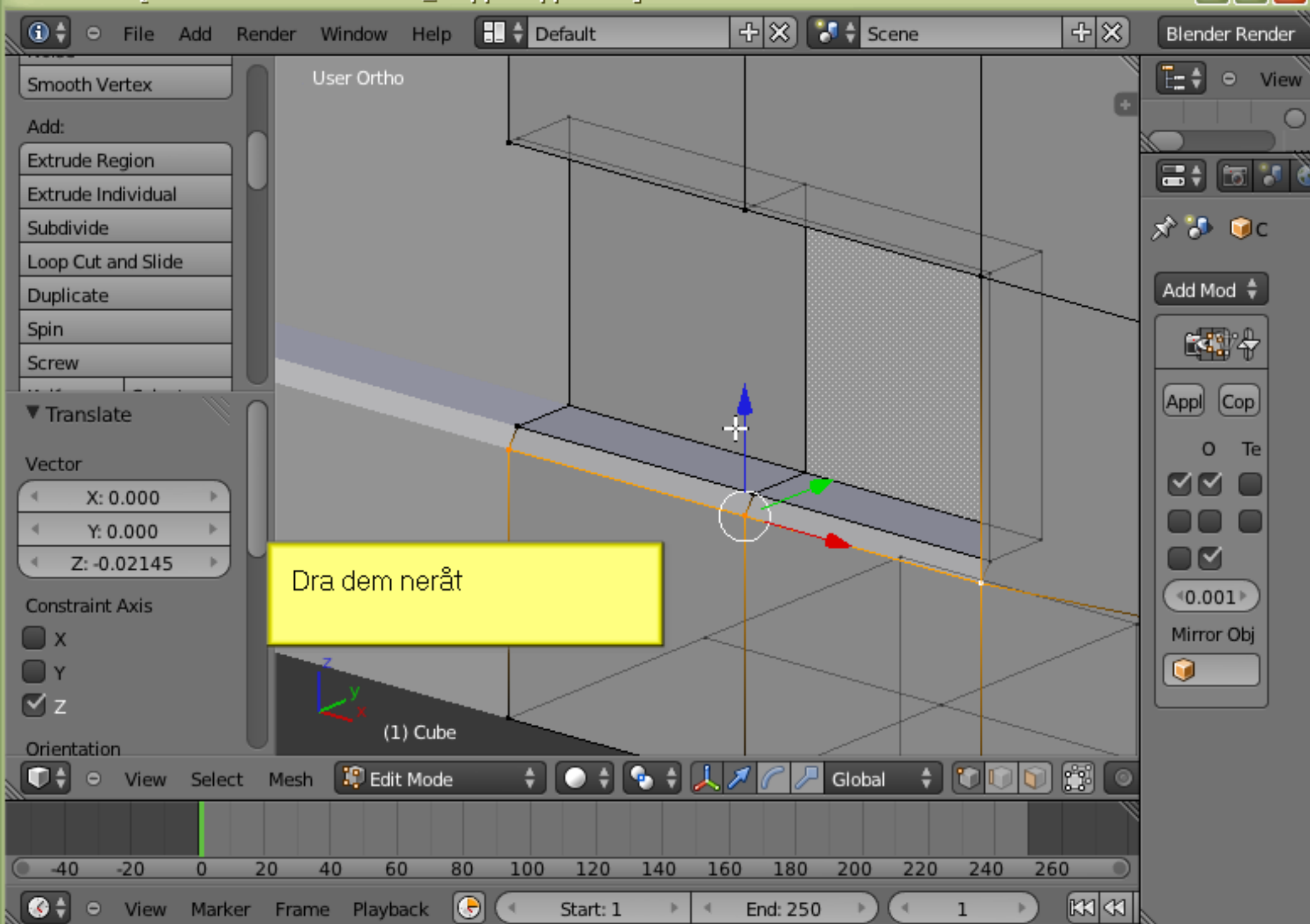


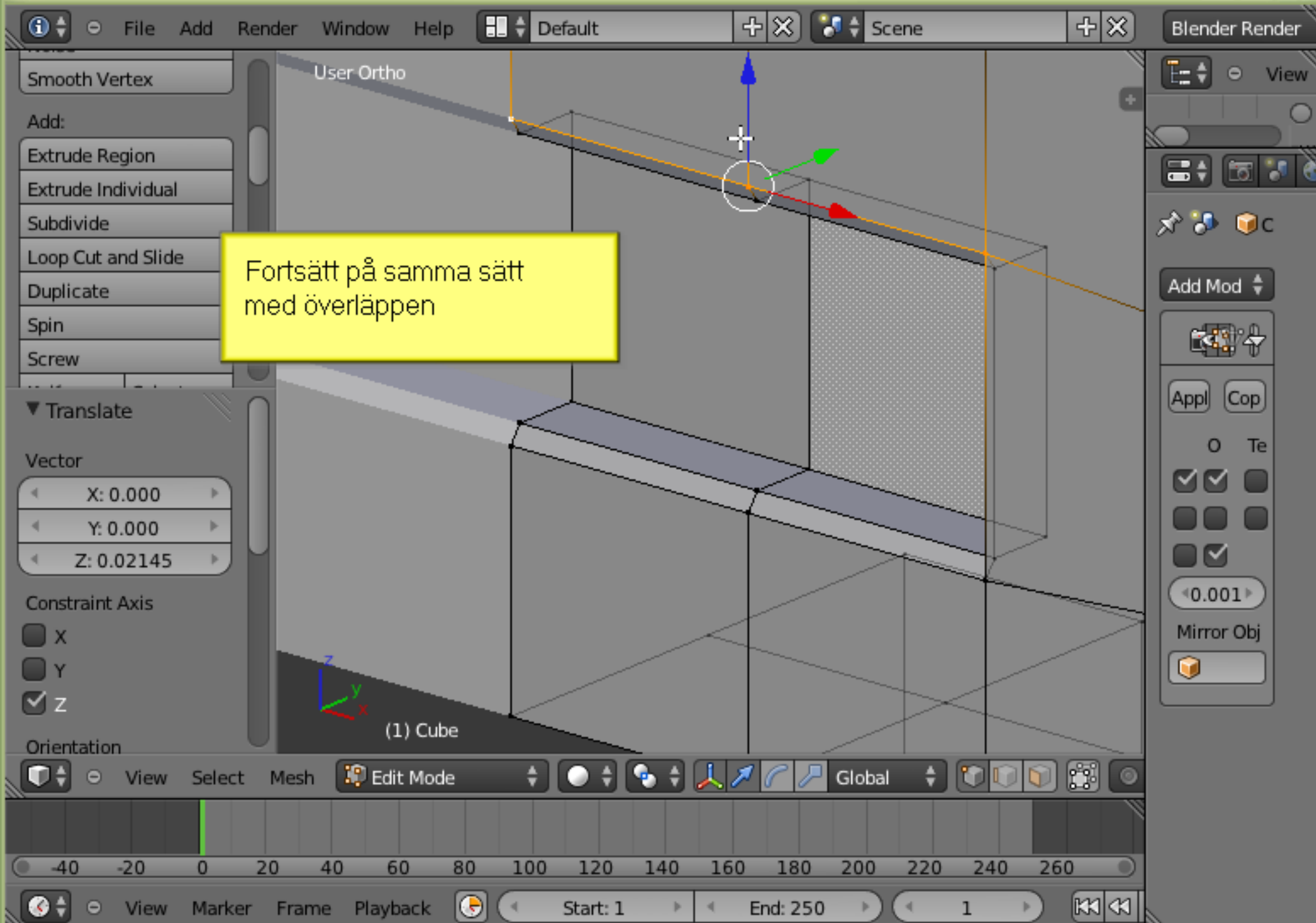




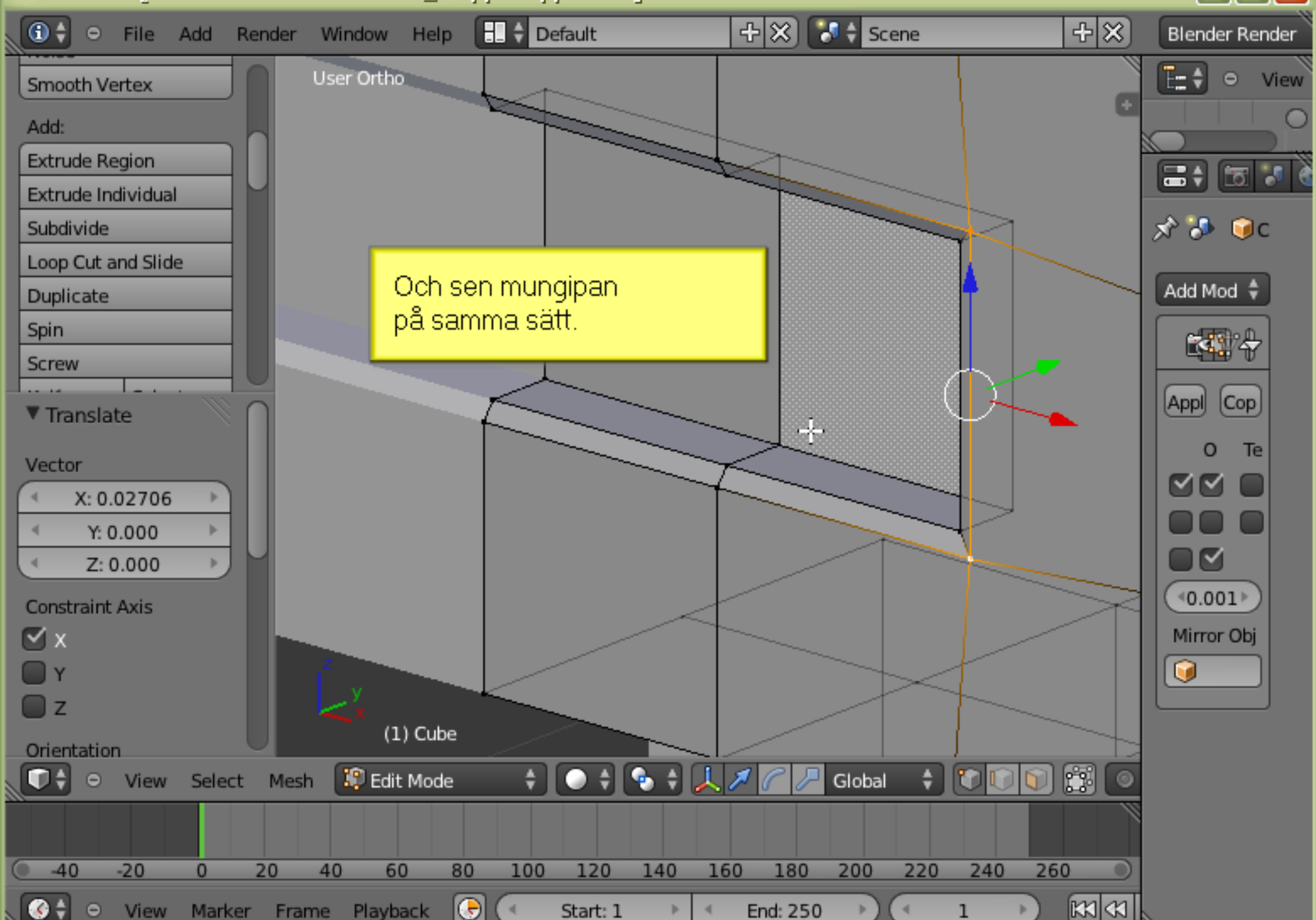


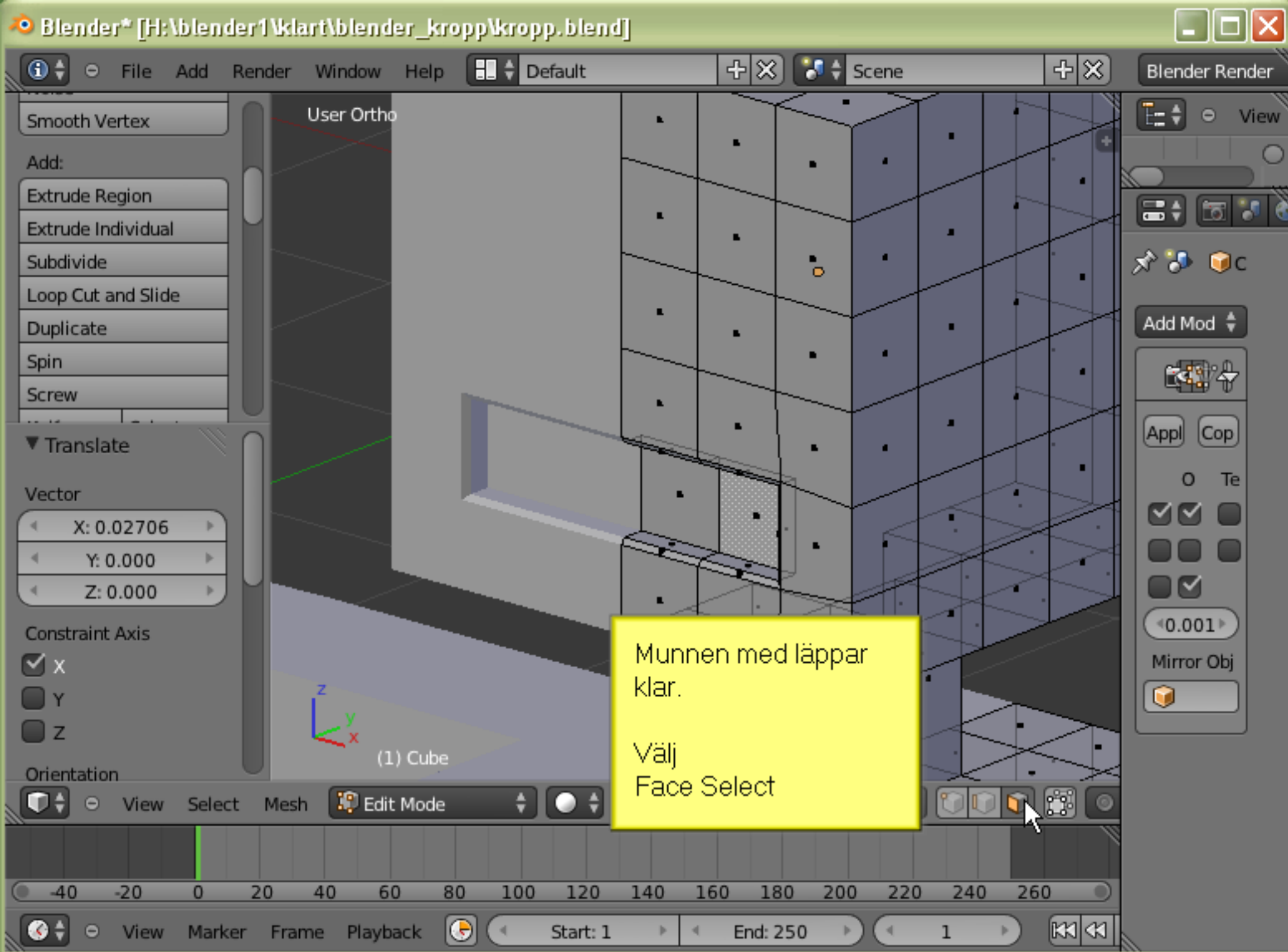


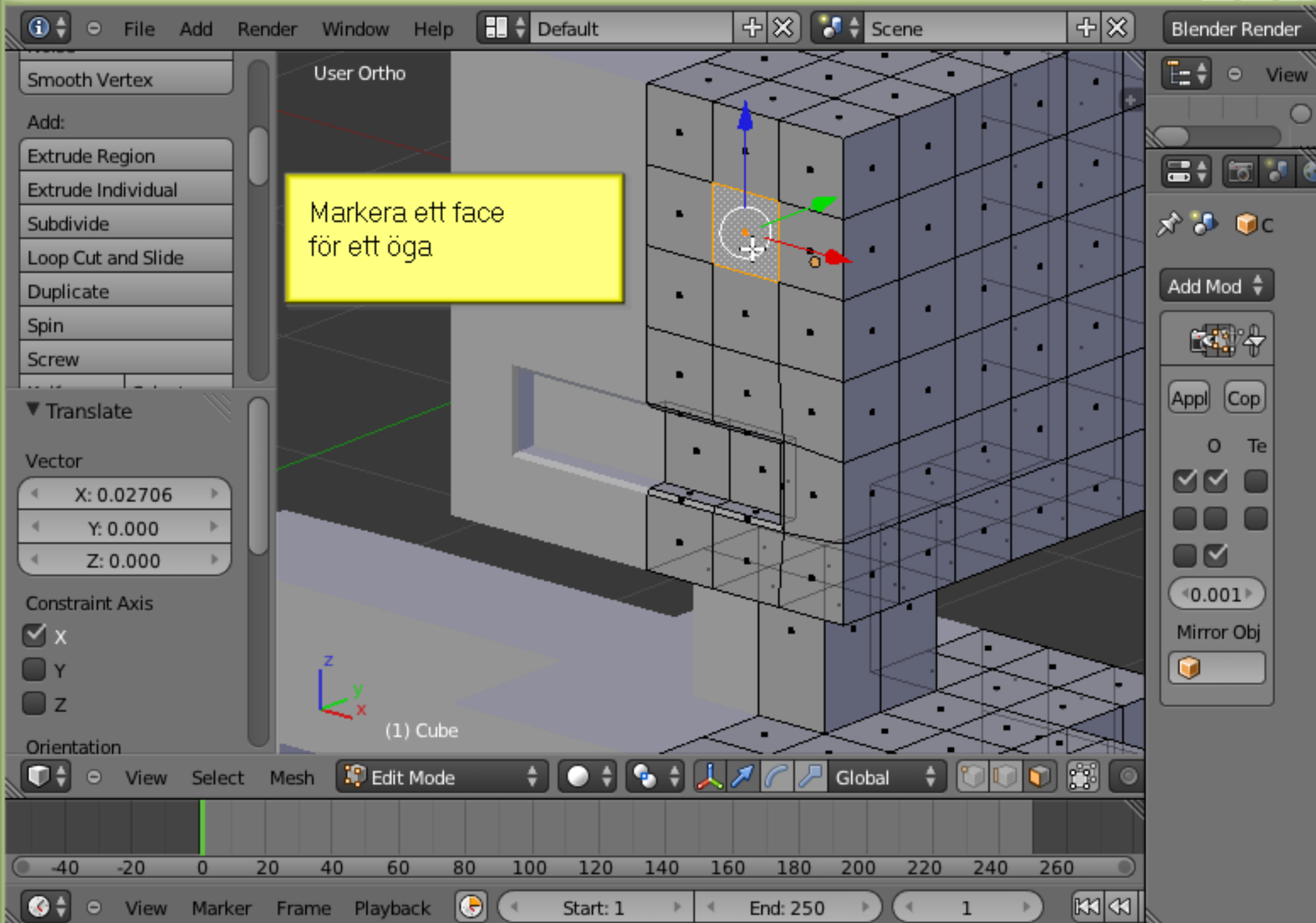


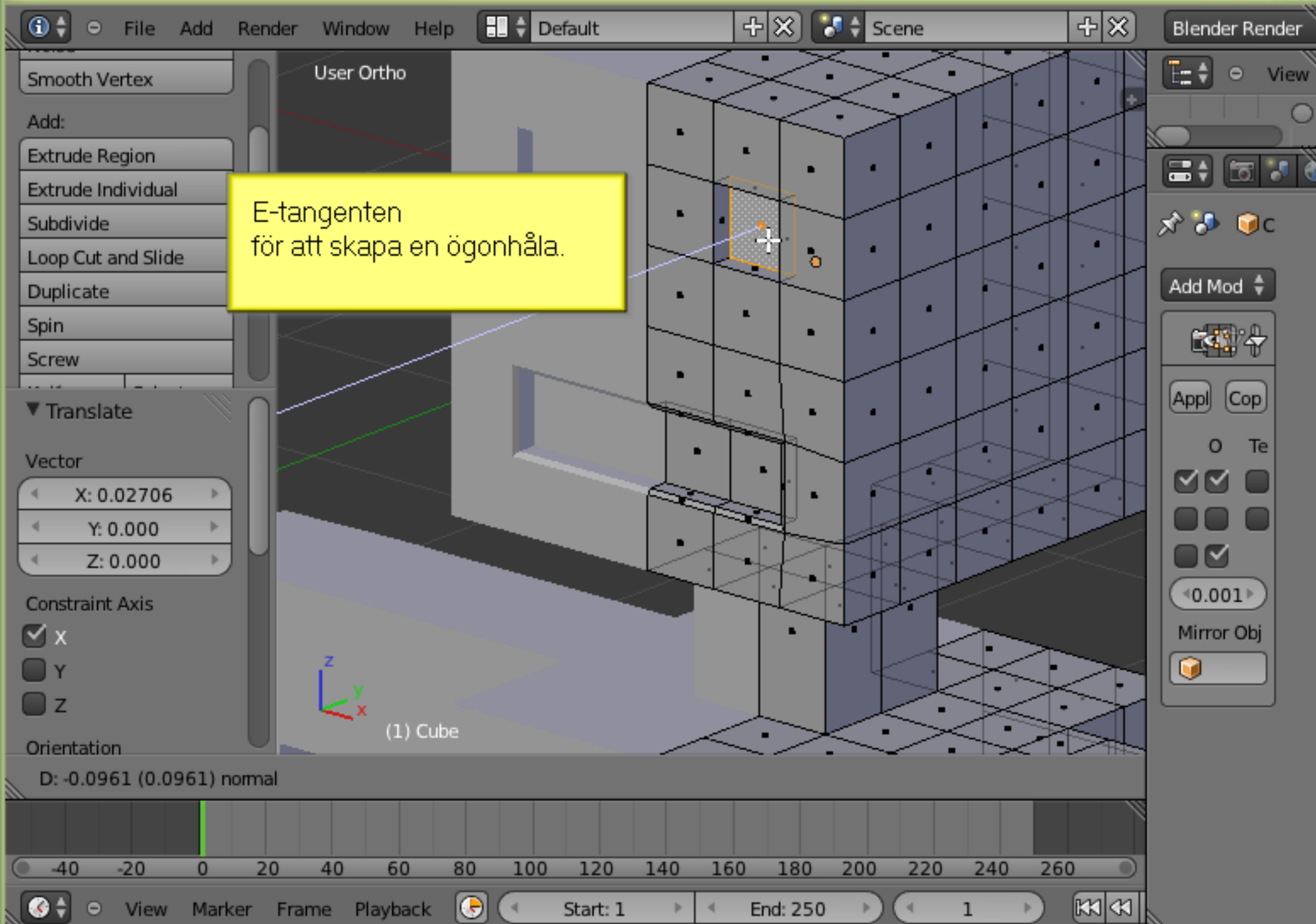


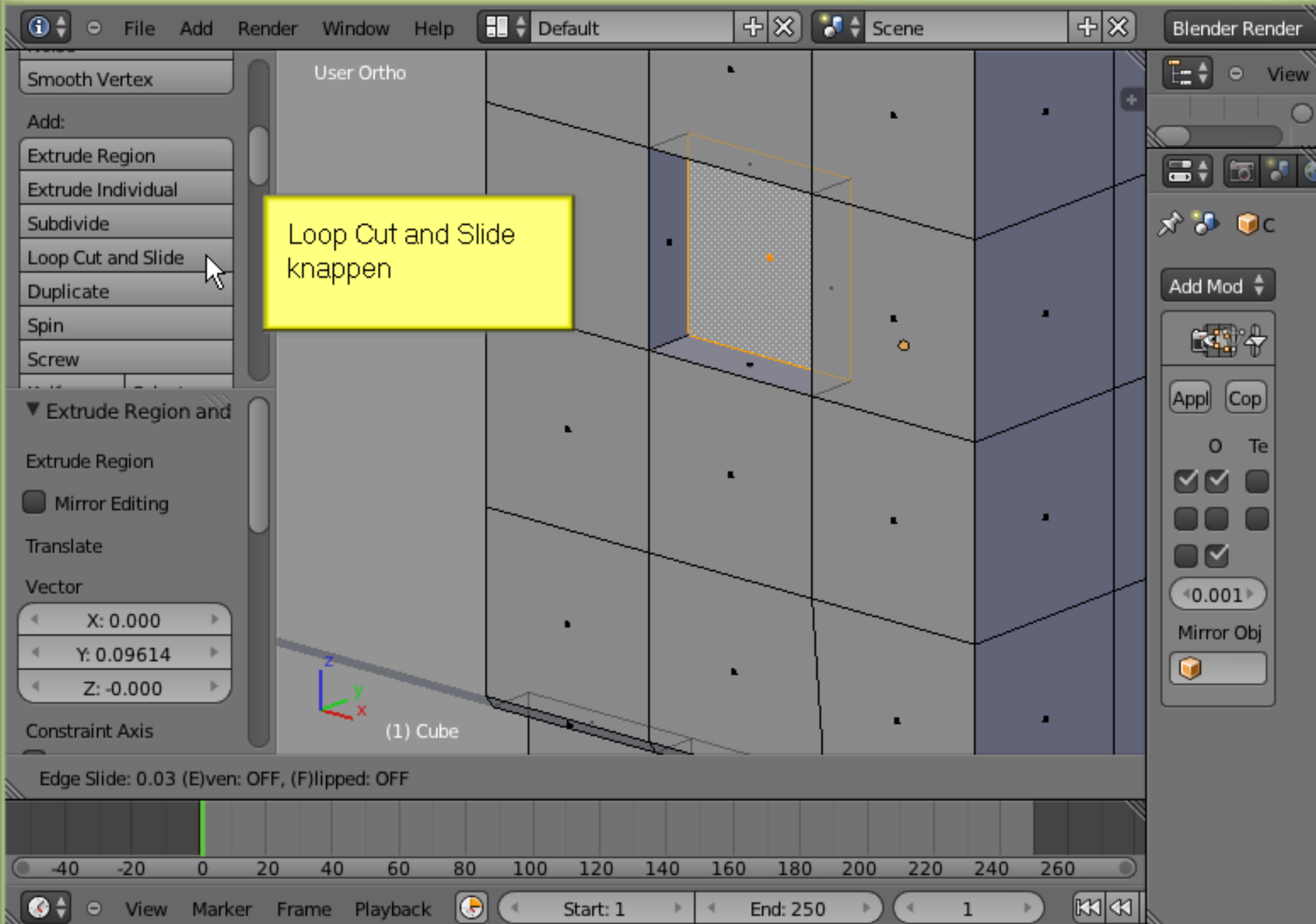


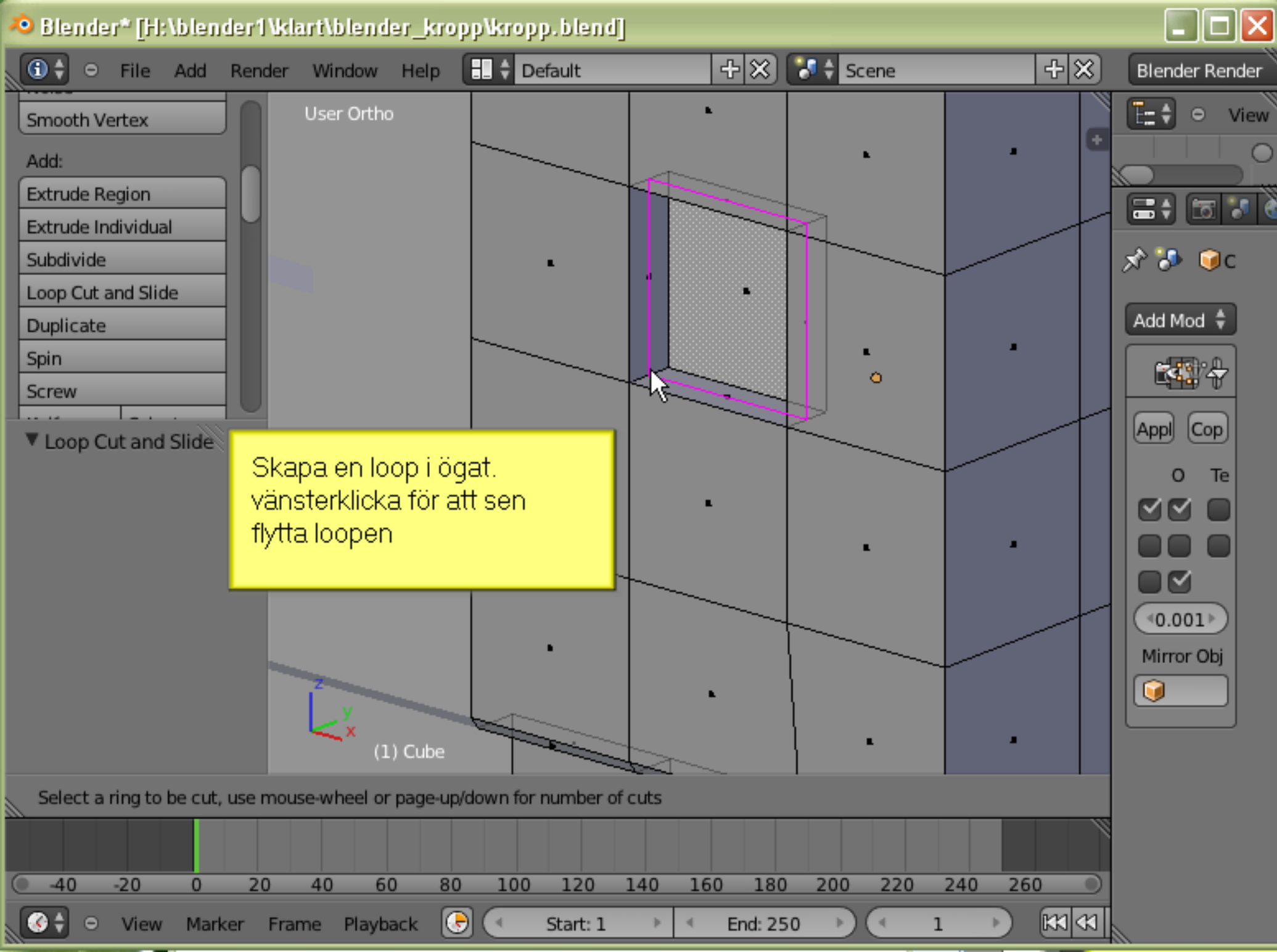




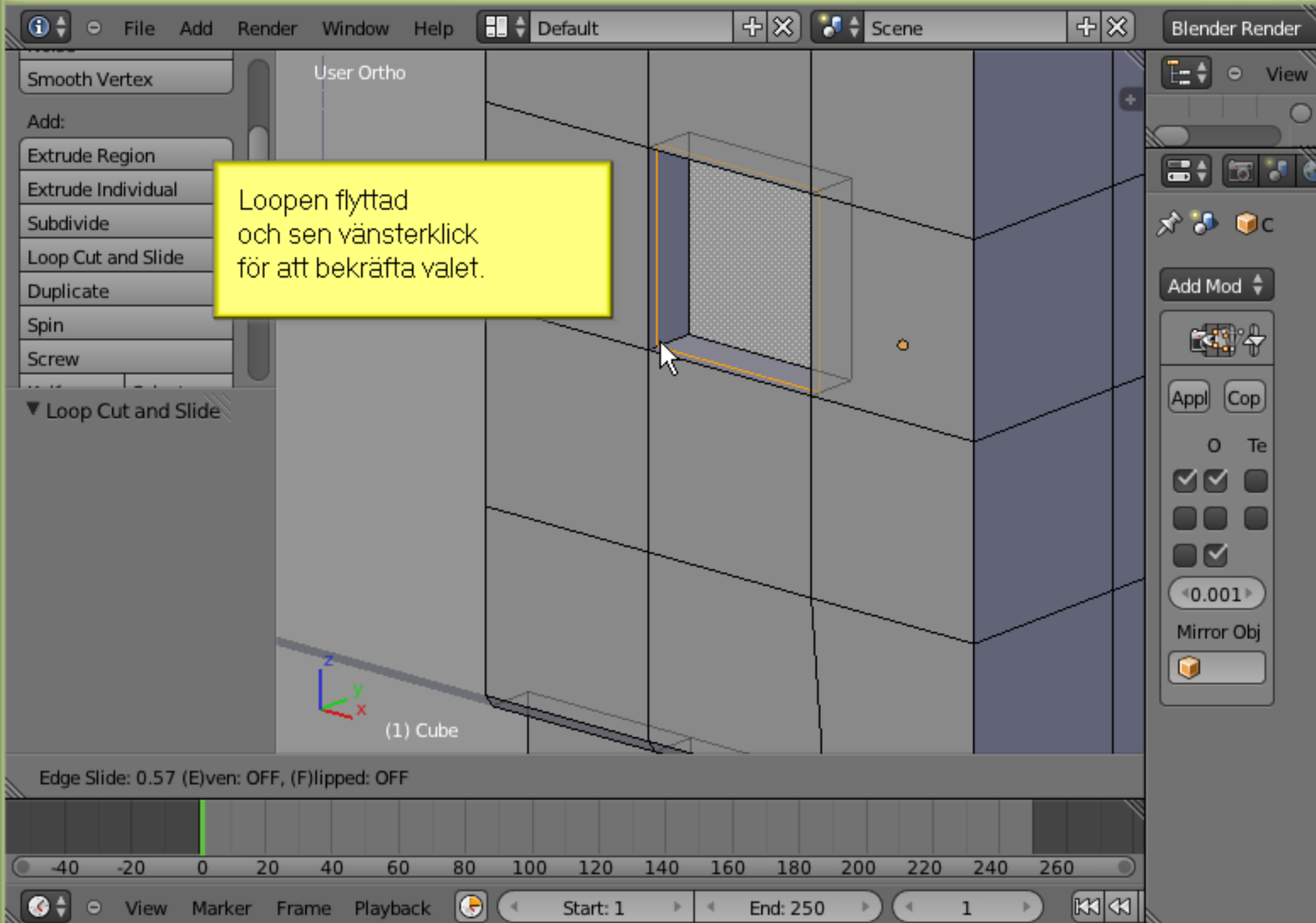


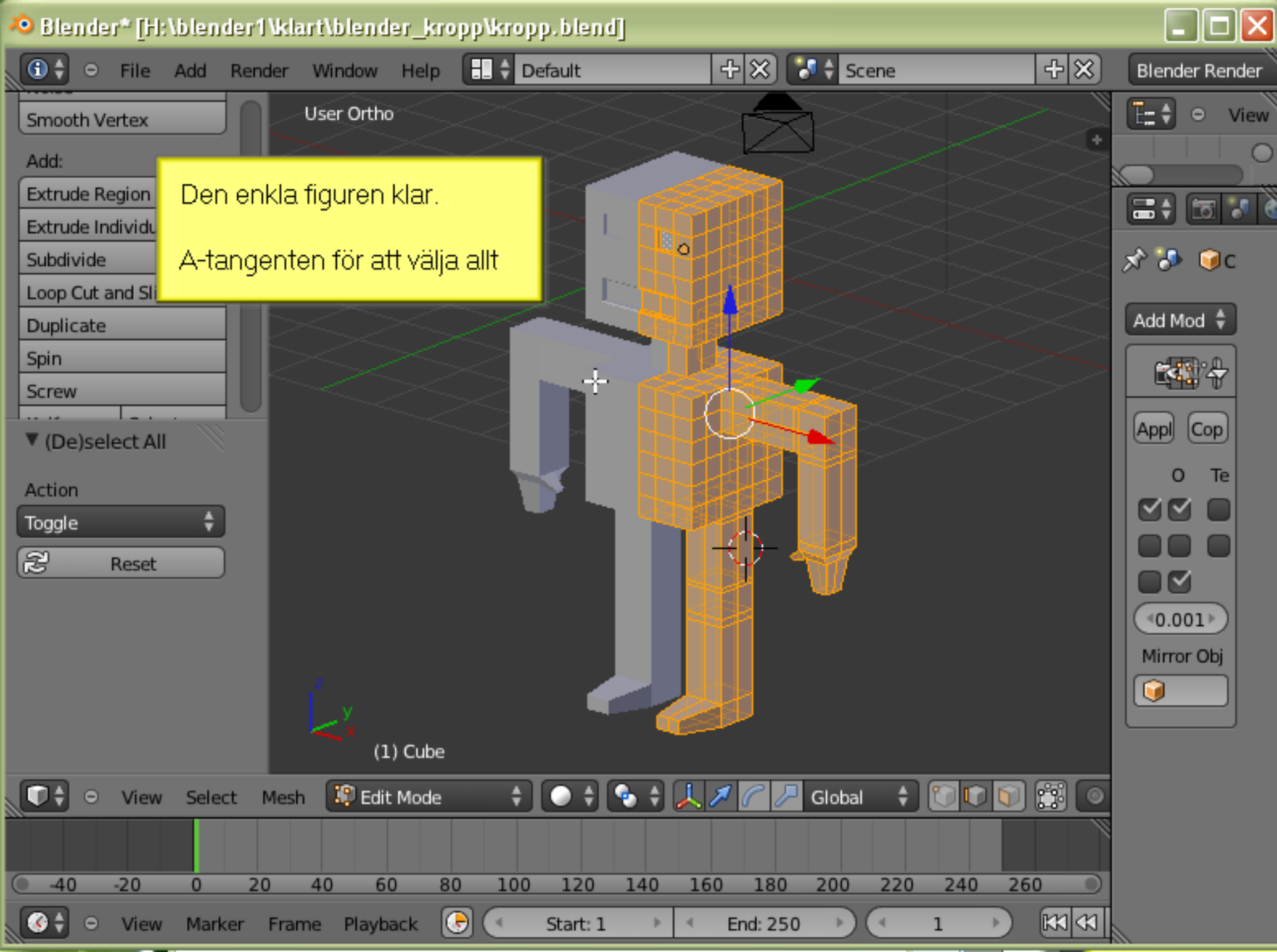


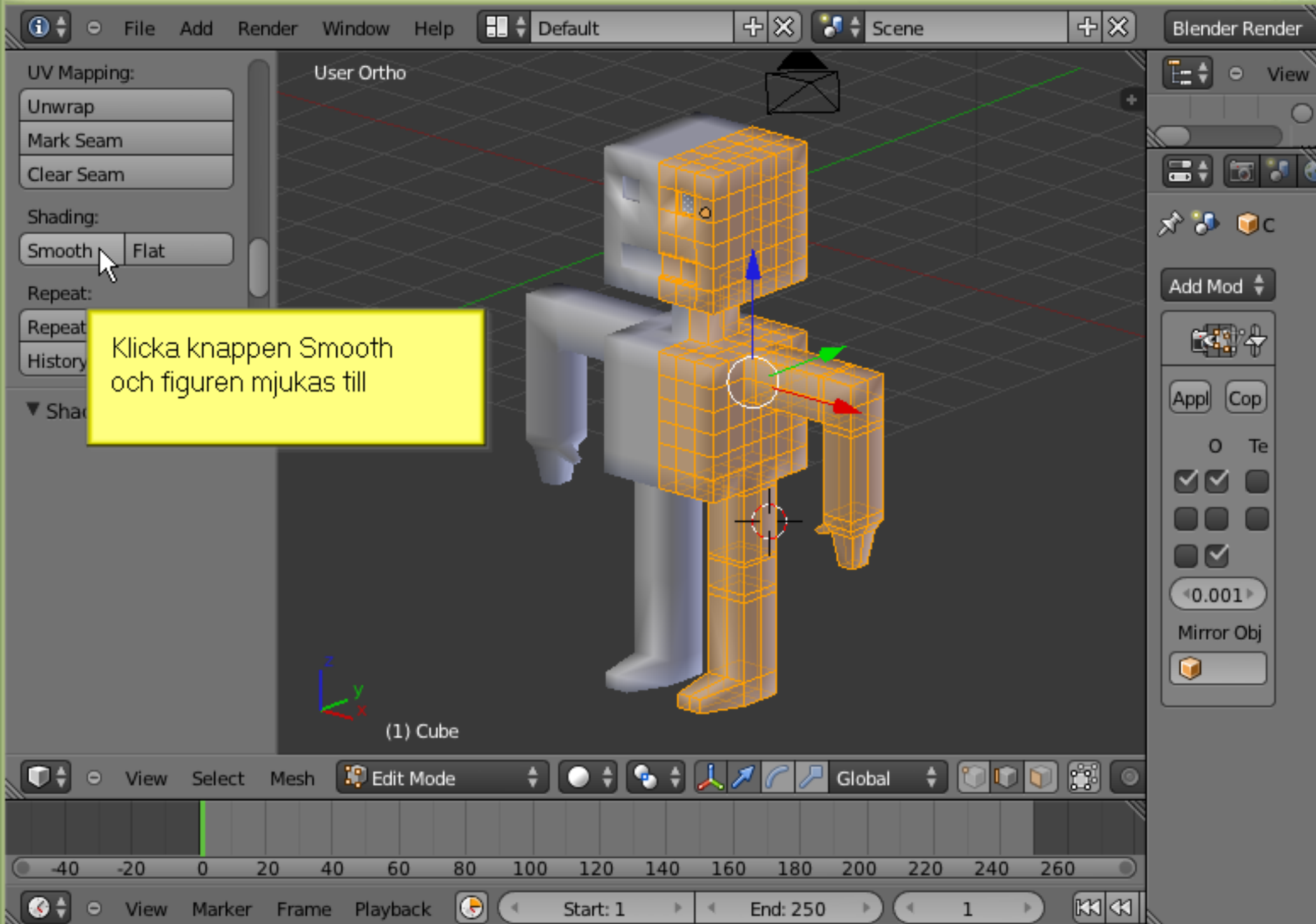


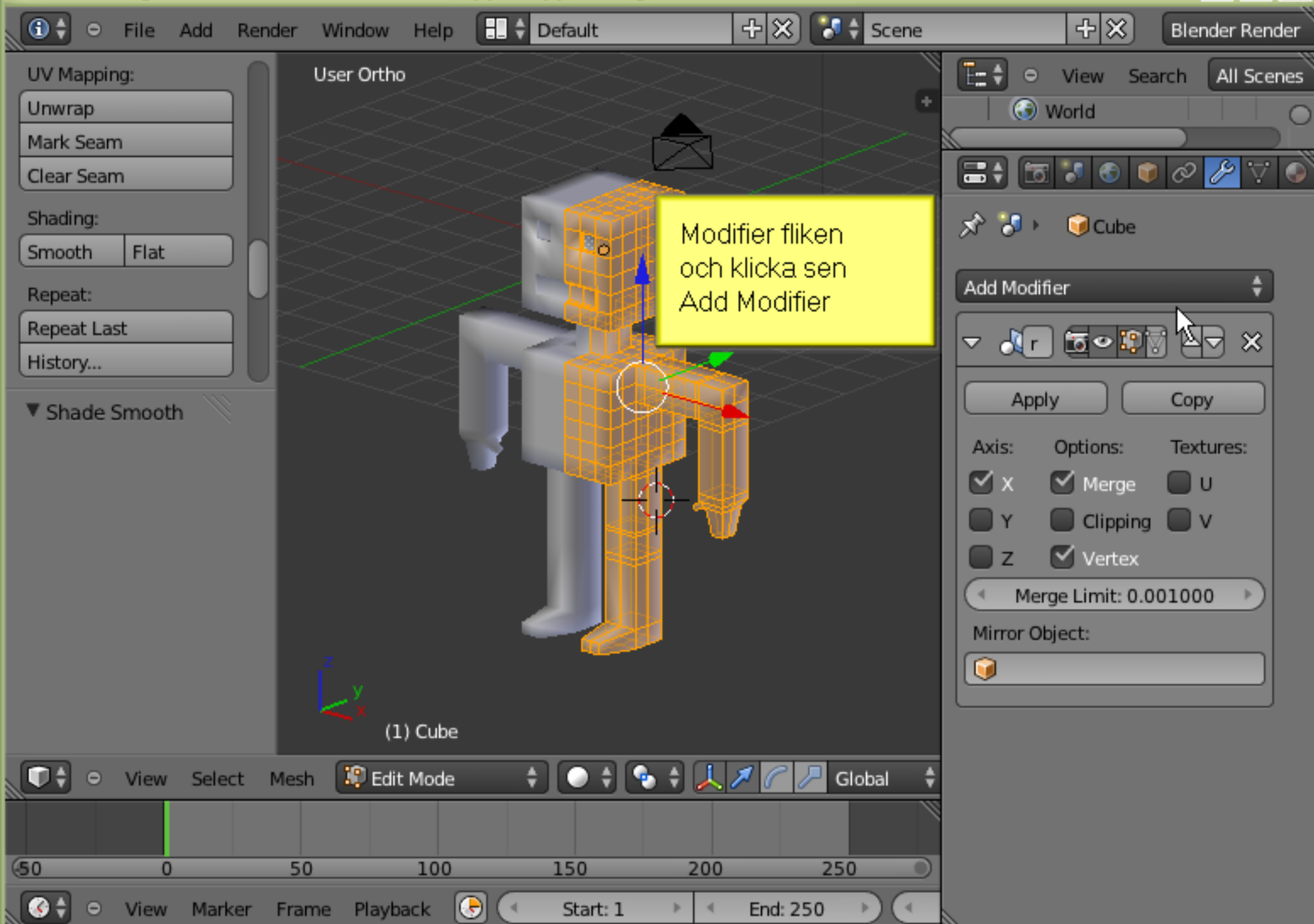


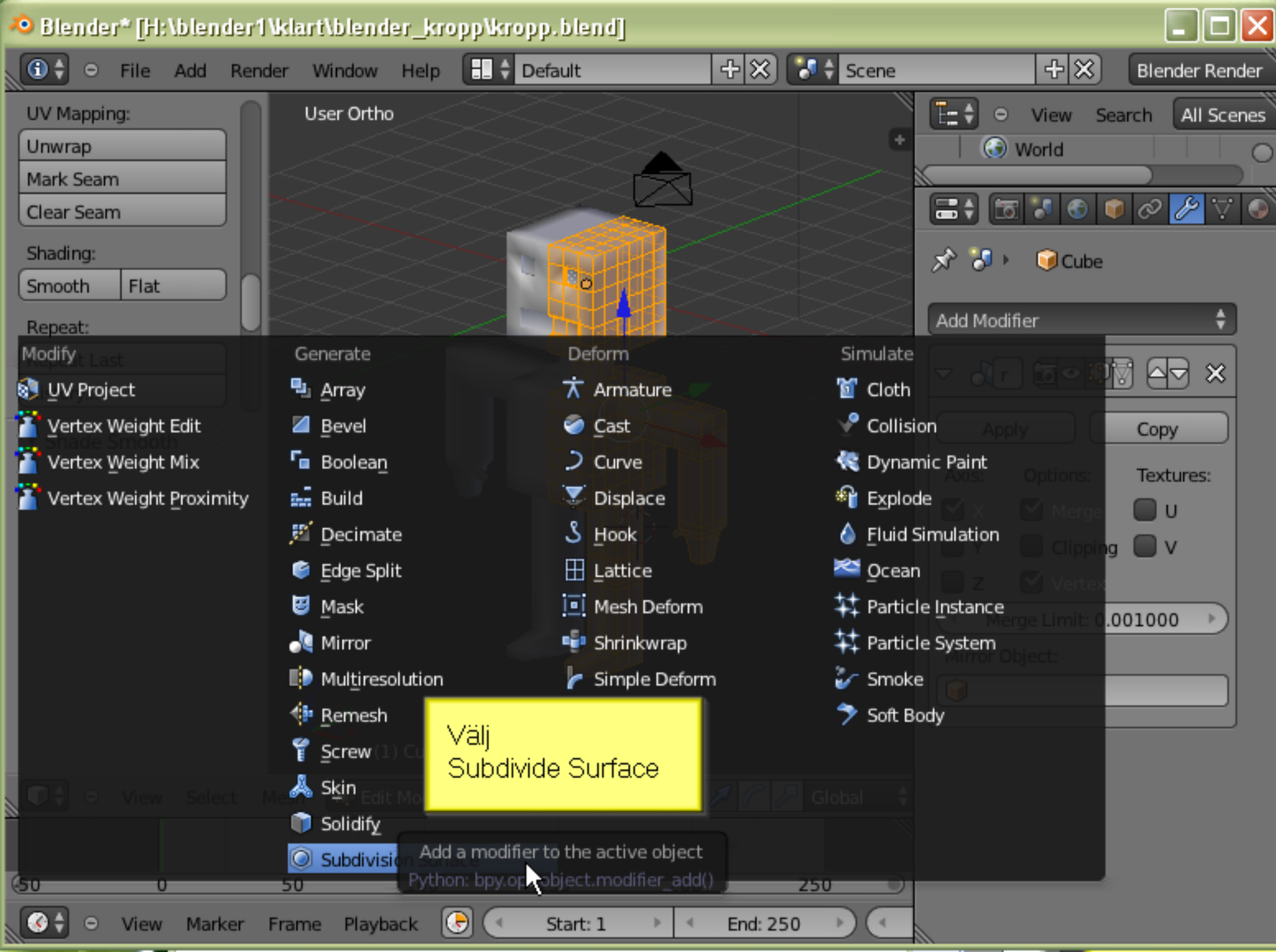


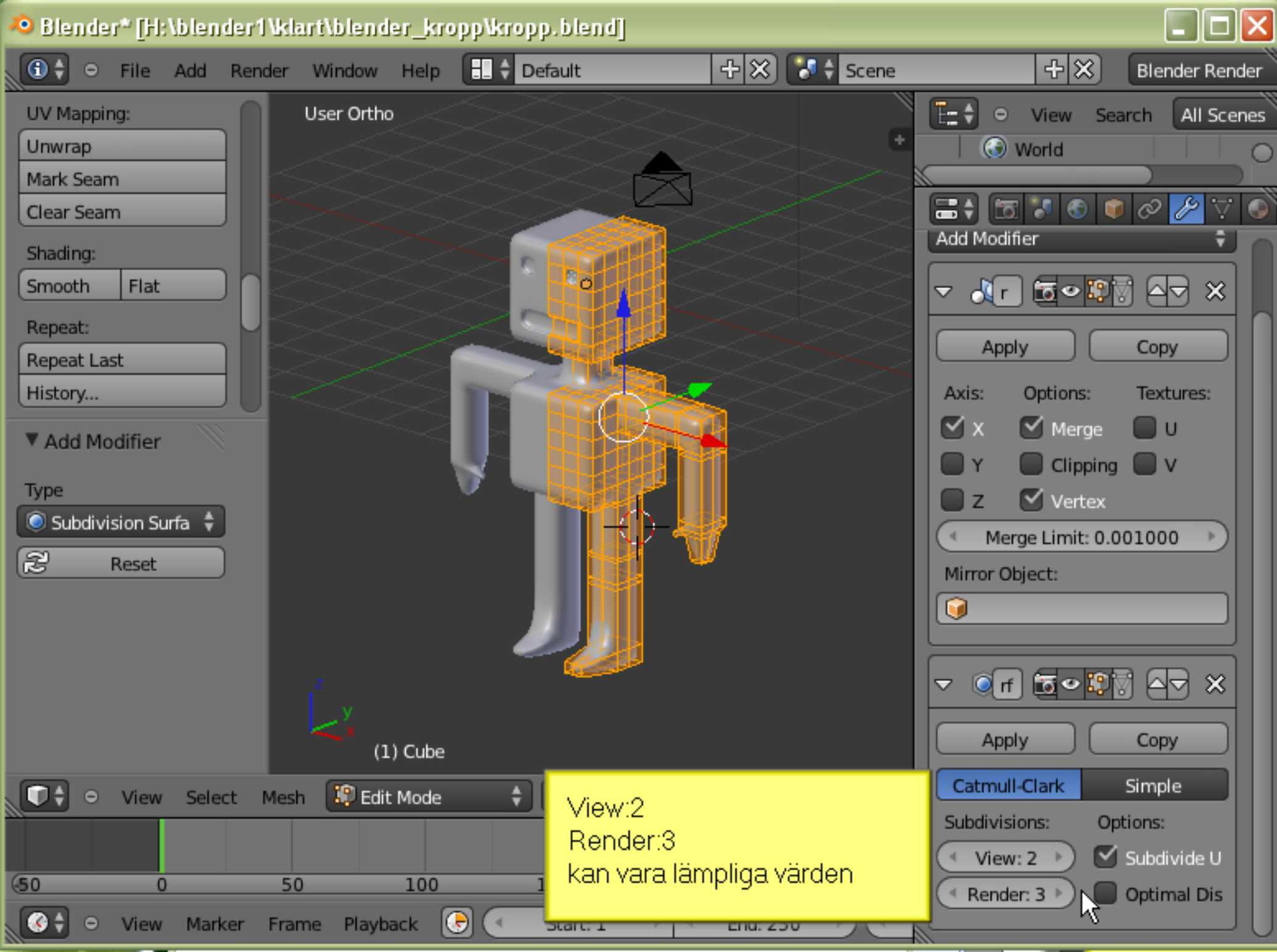




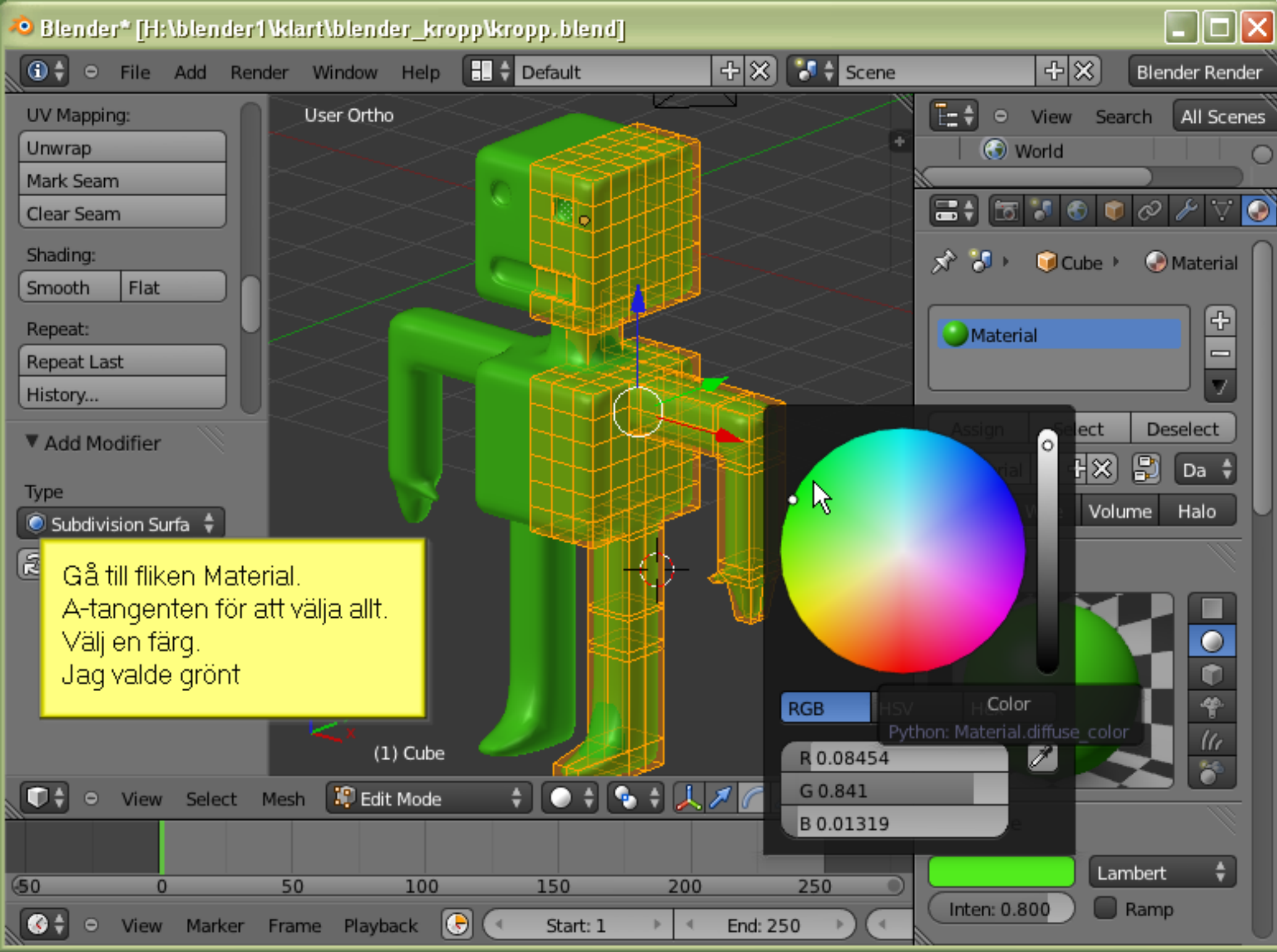


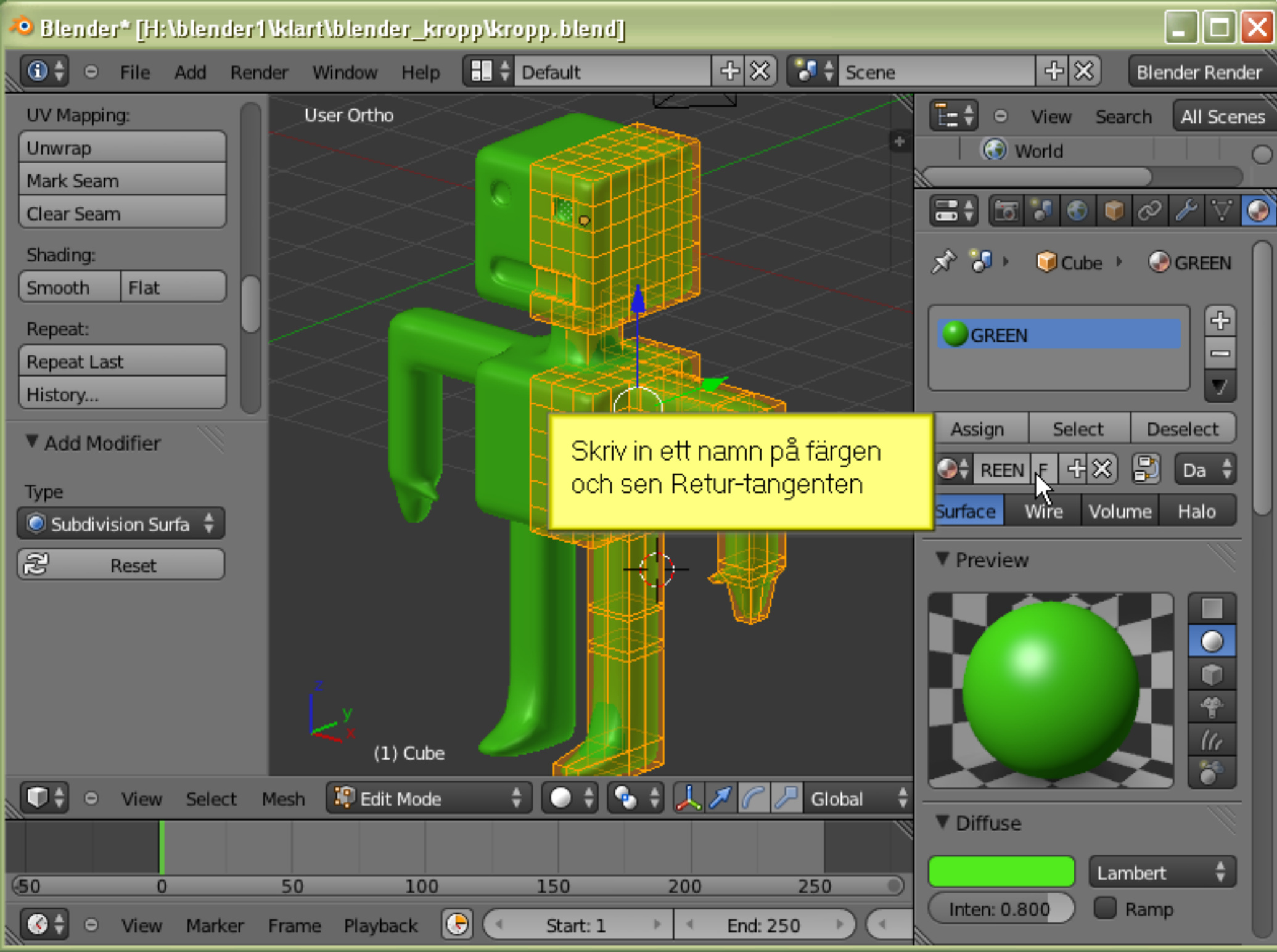


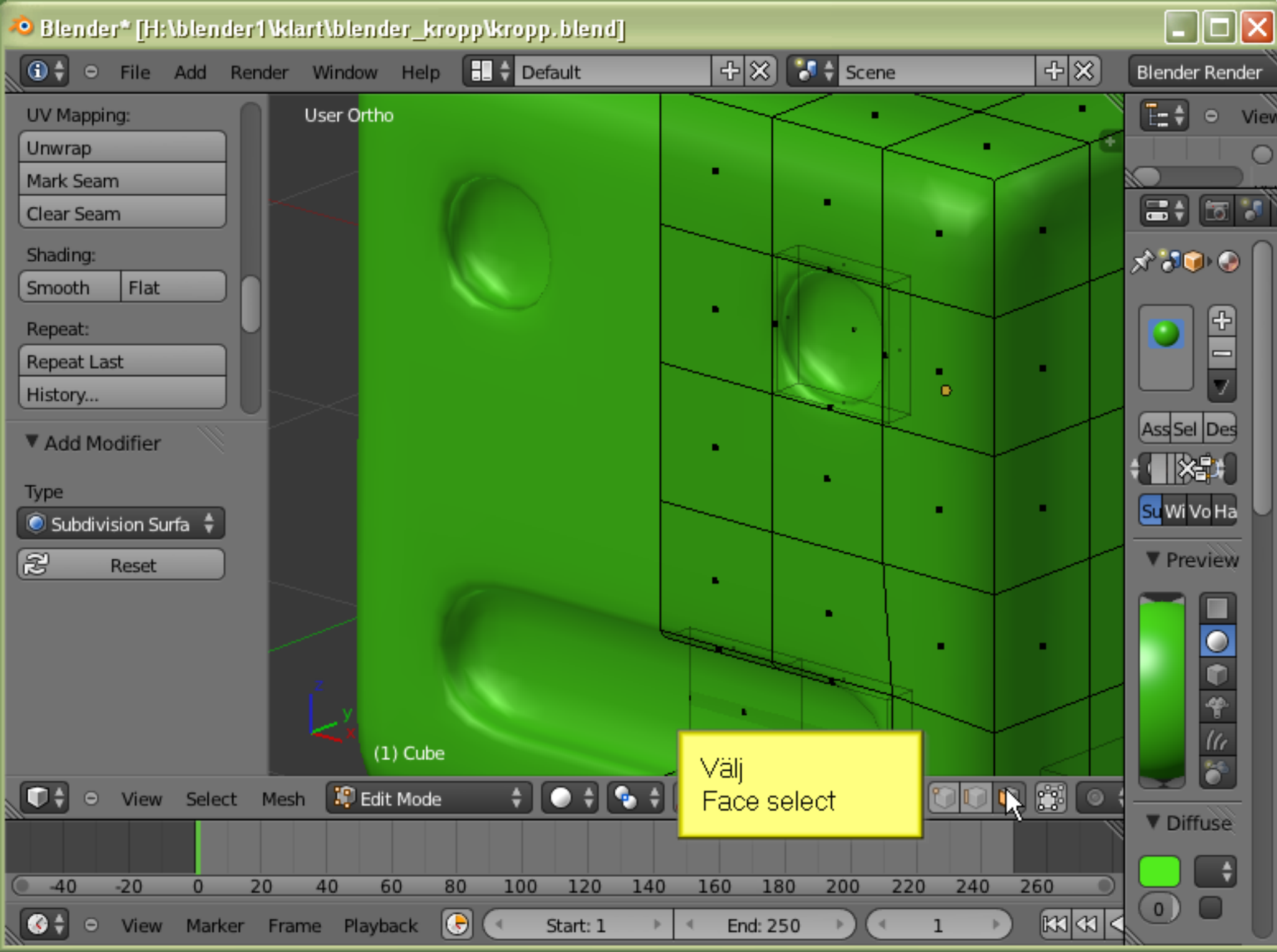


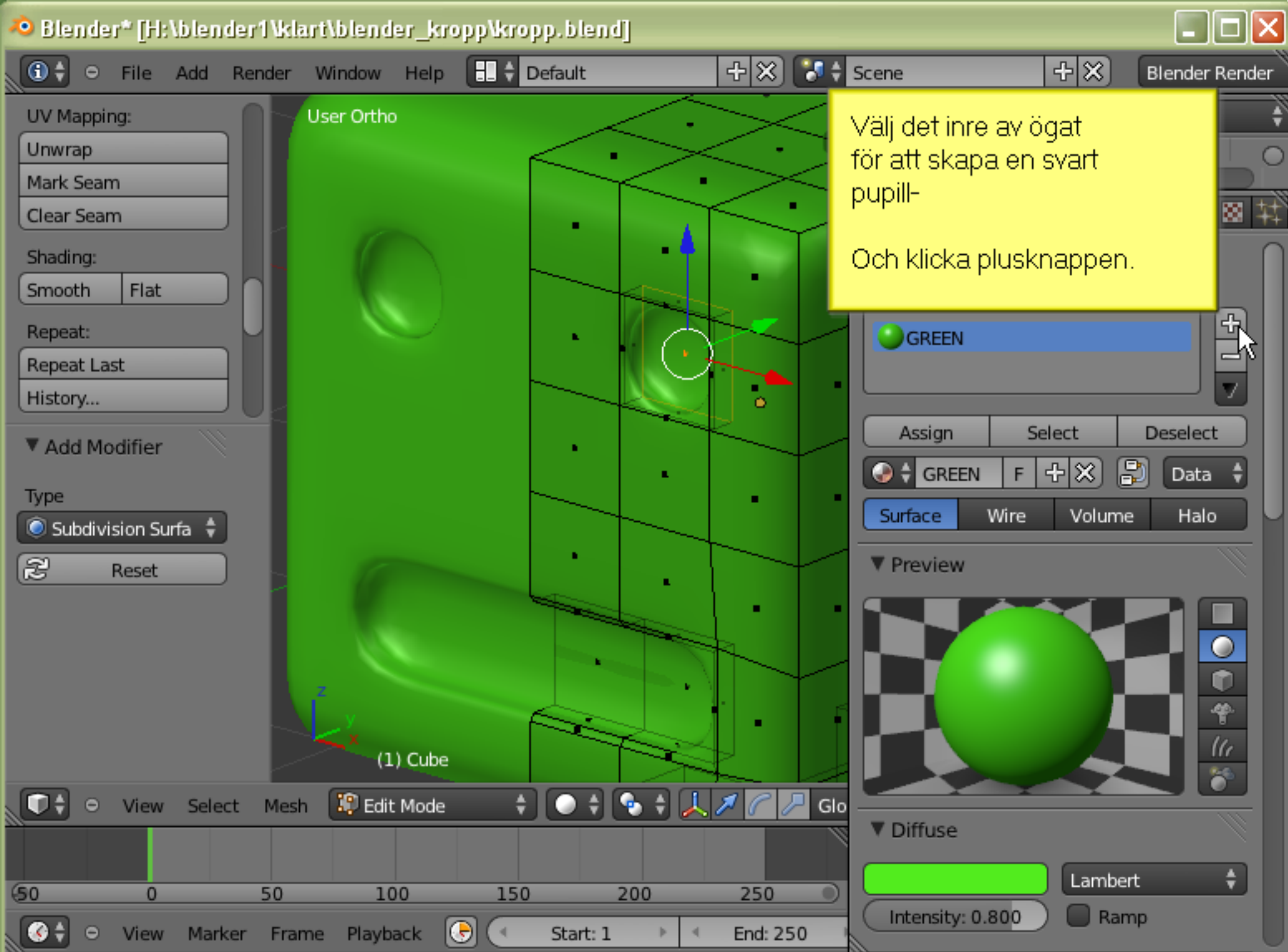


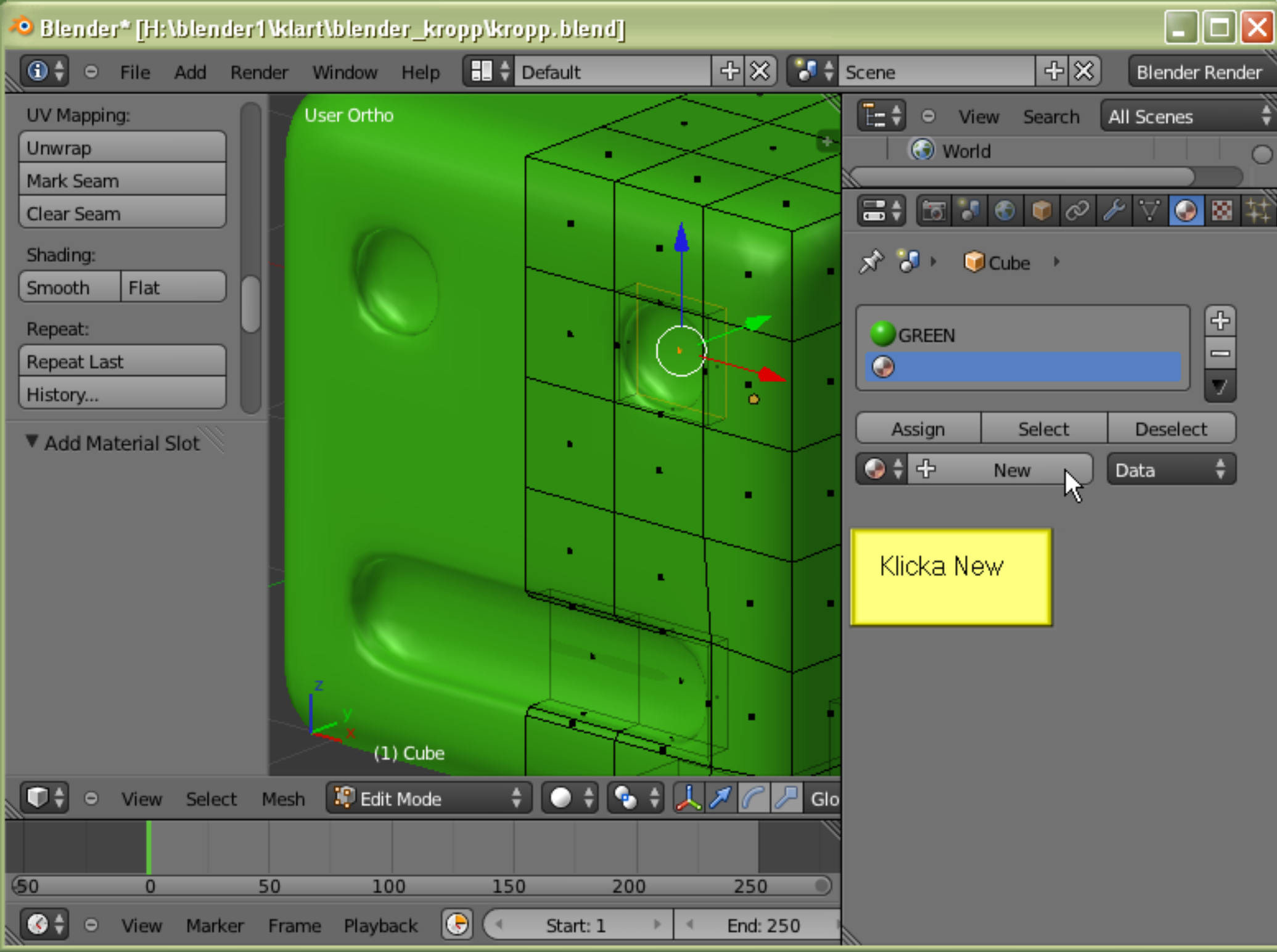




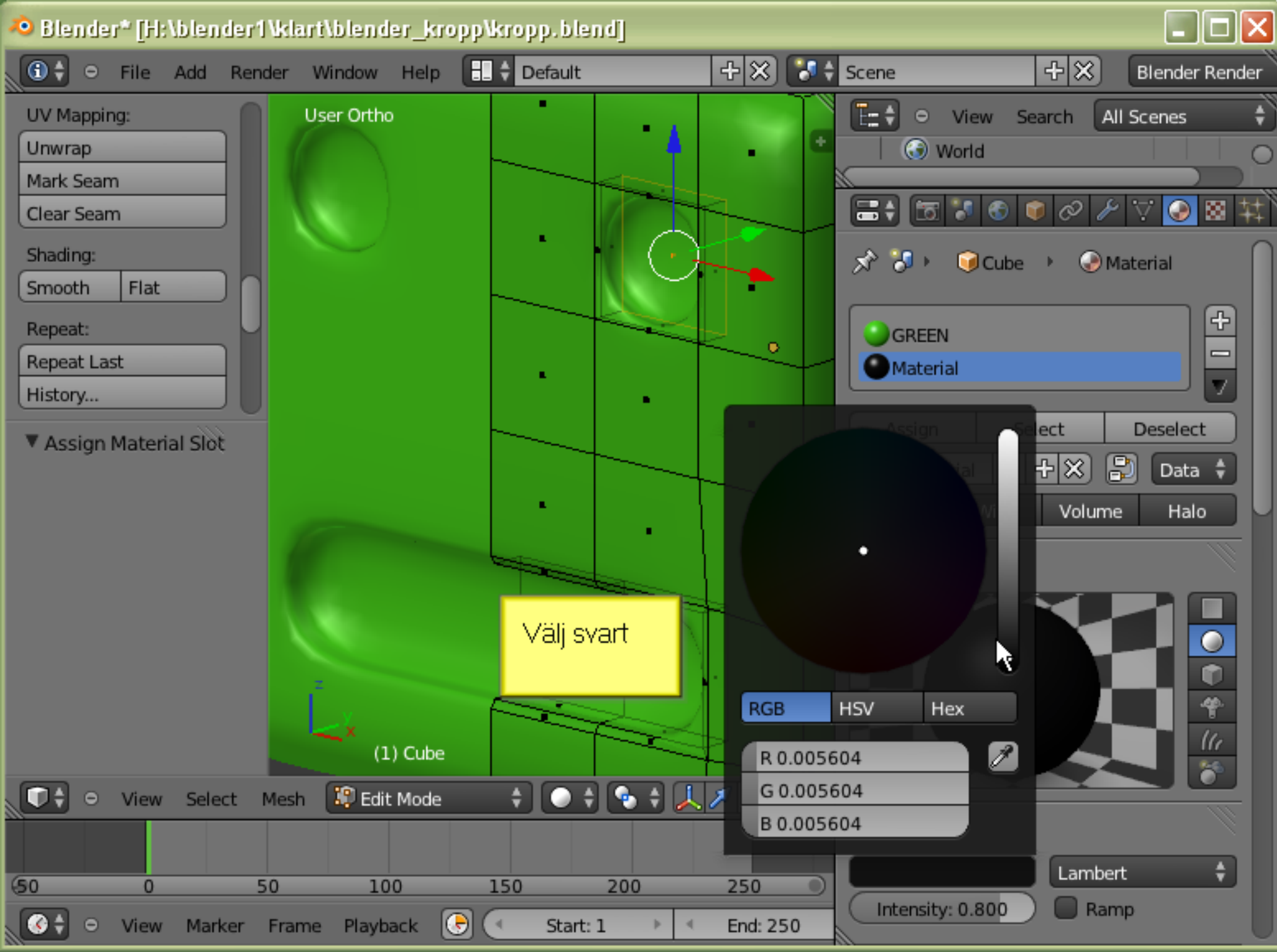




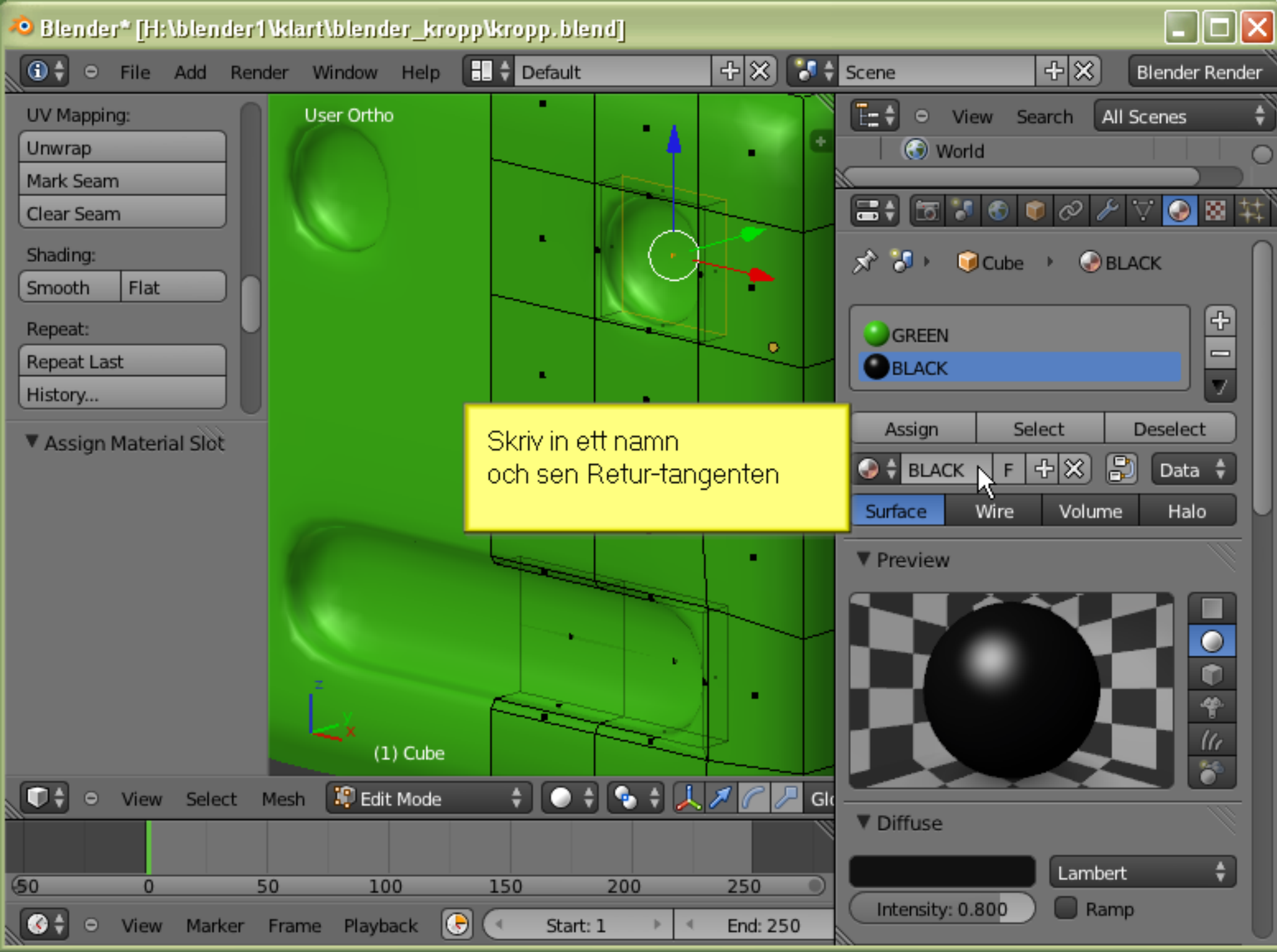


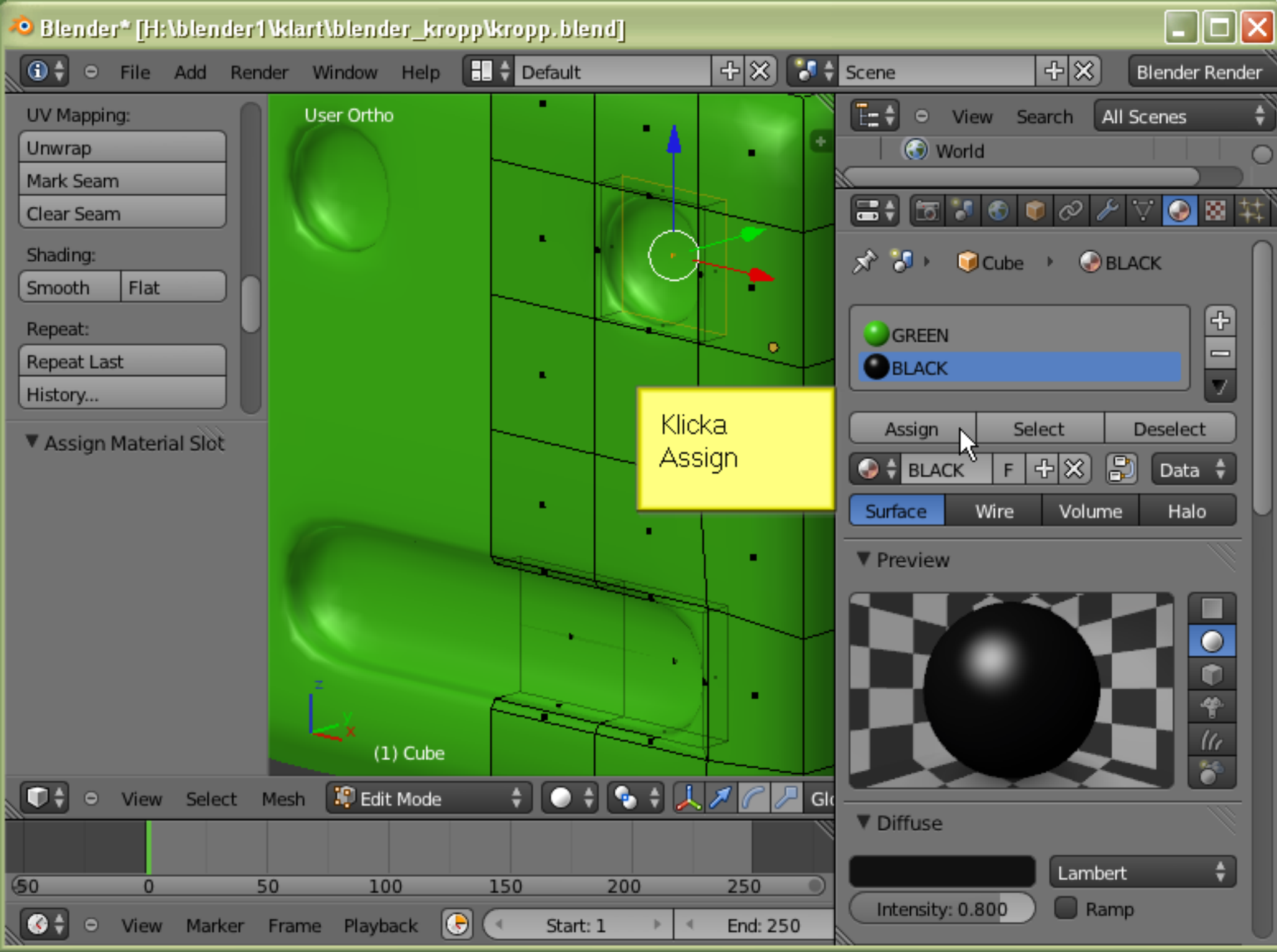


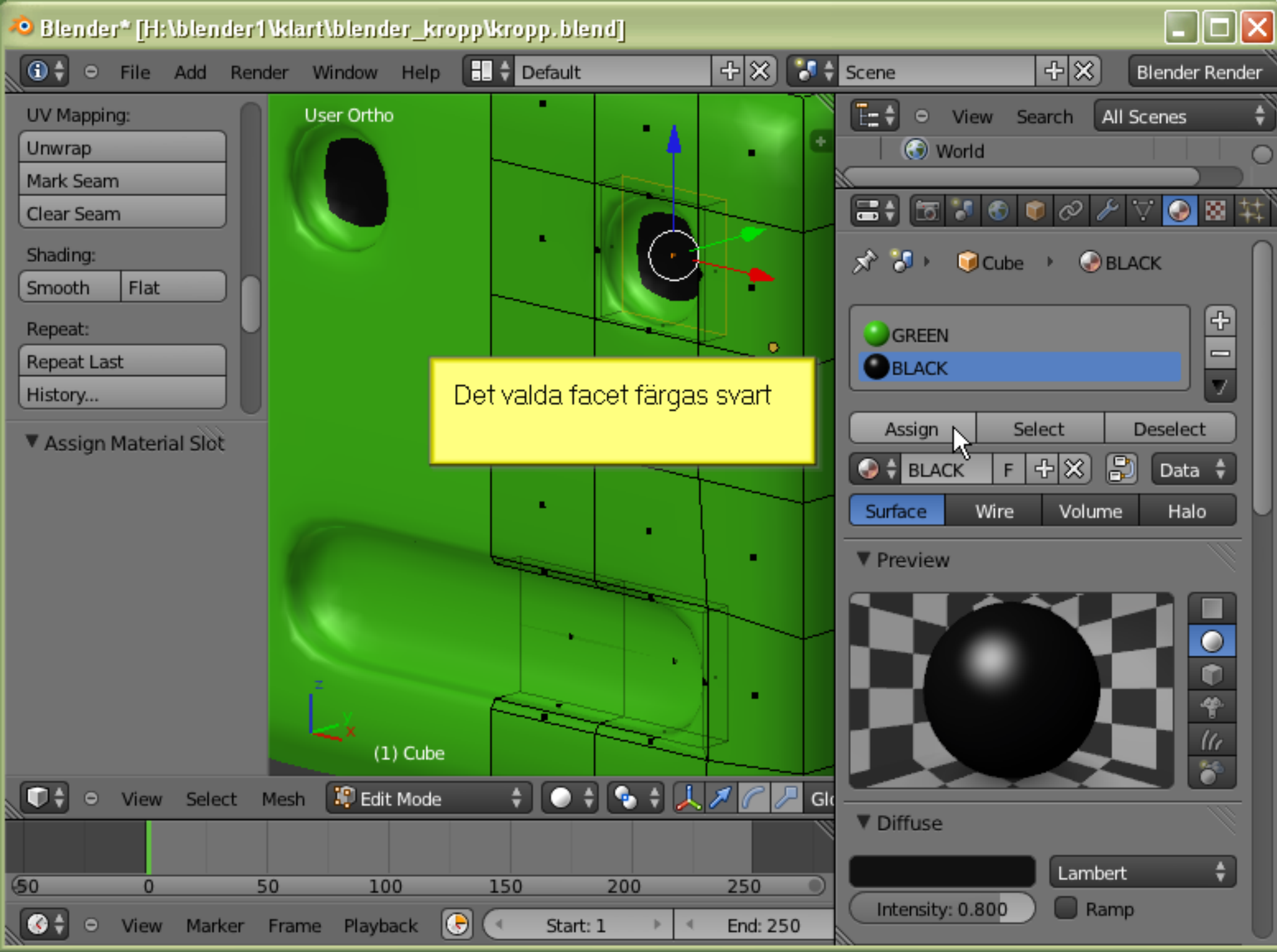


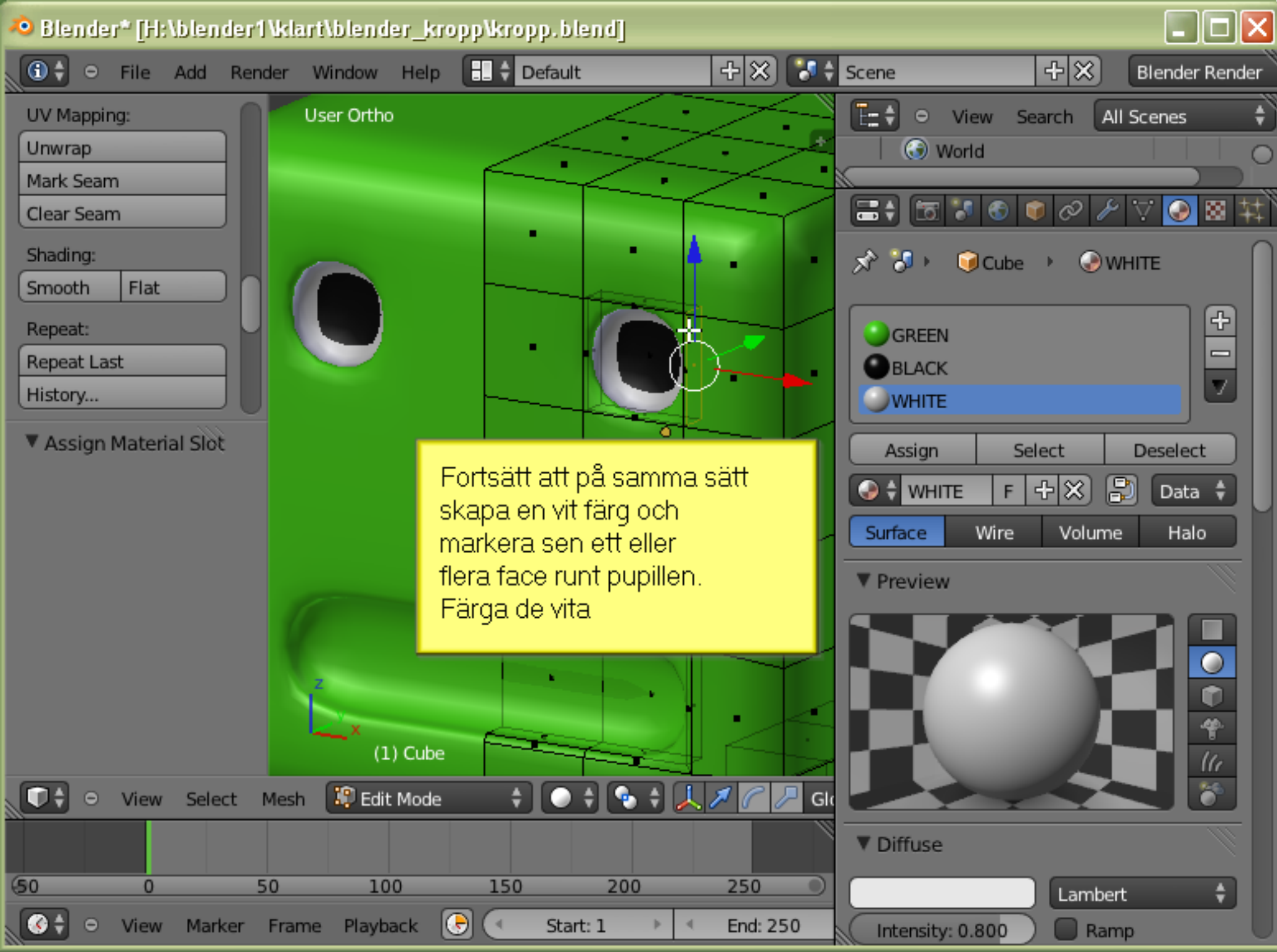


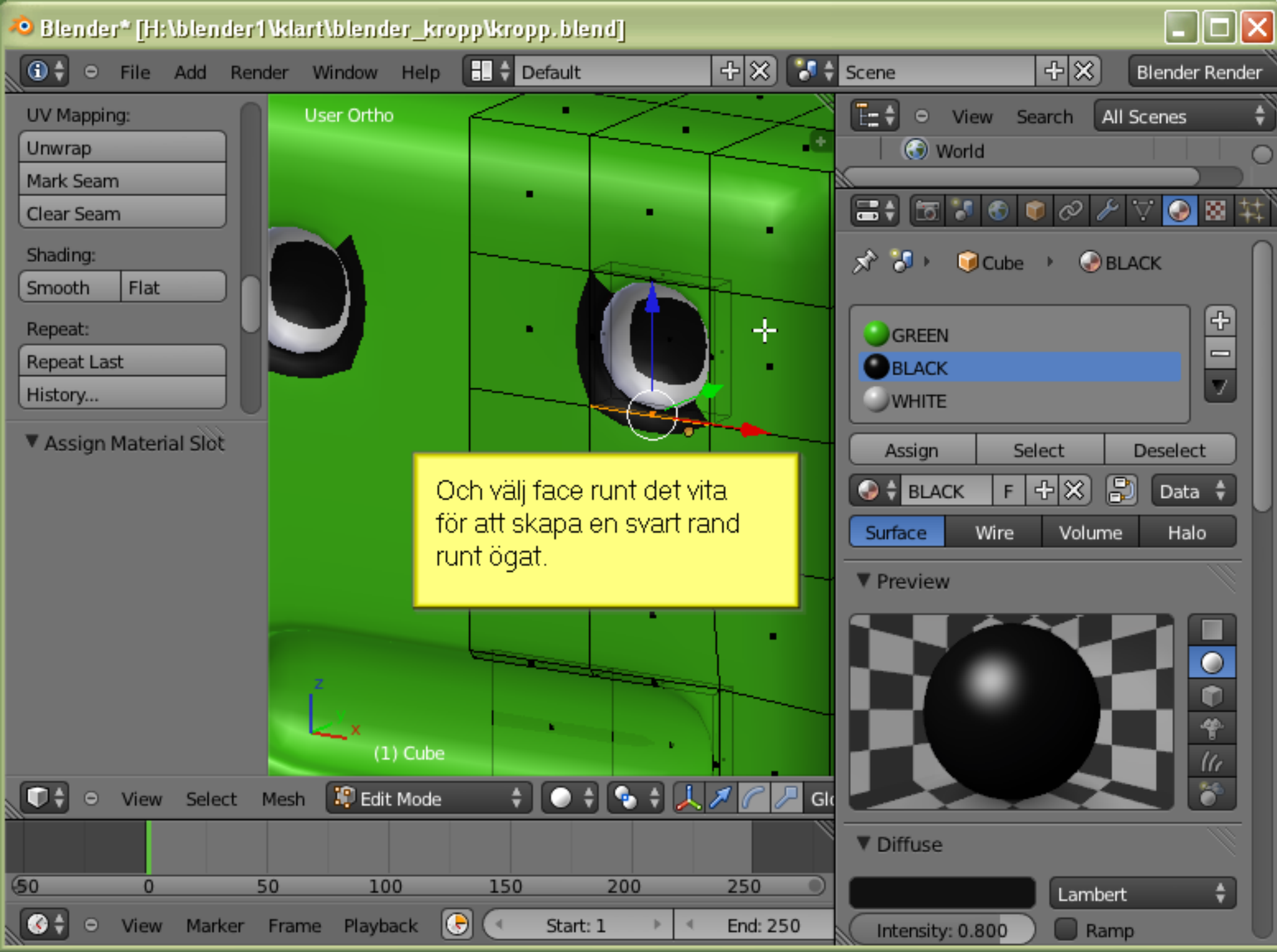












Och välj face runt det vita  
för att skapa en svart rand  
runt ögat.



